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Advanced Dungeons & Dragons®
2nd Edition

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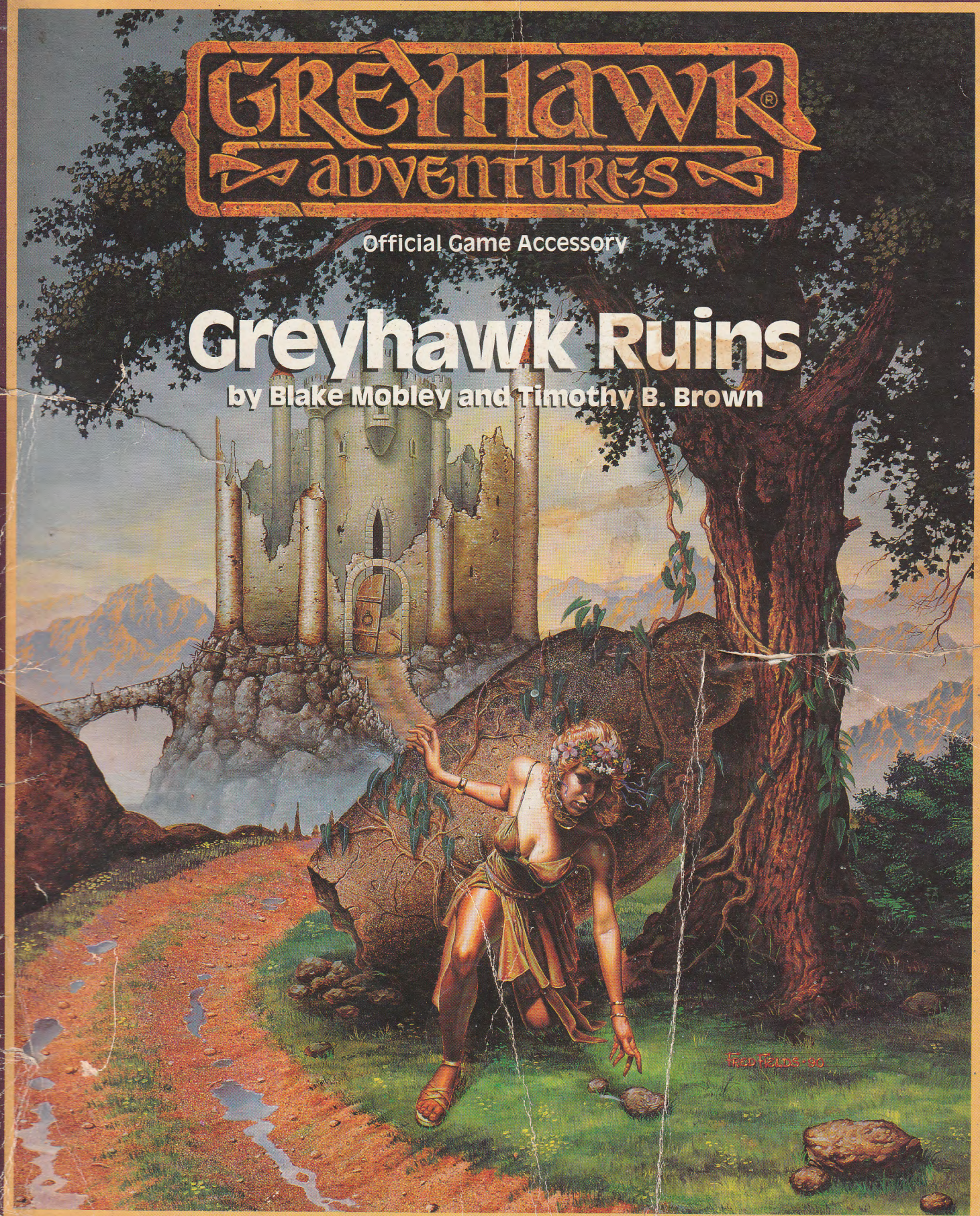
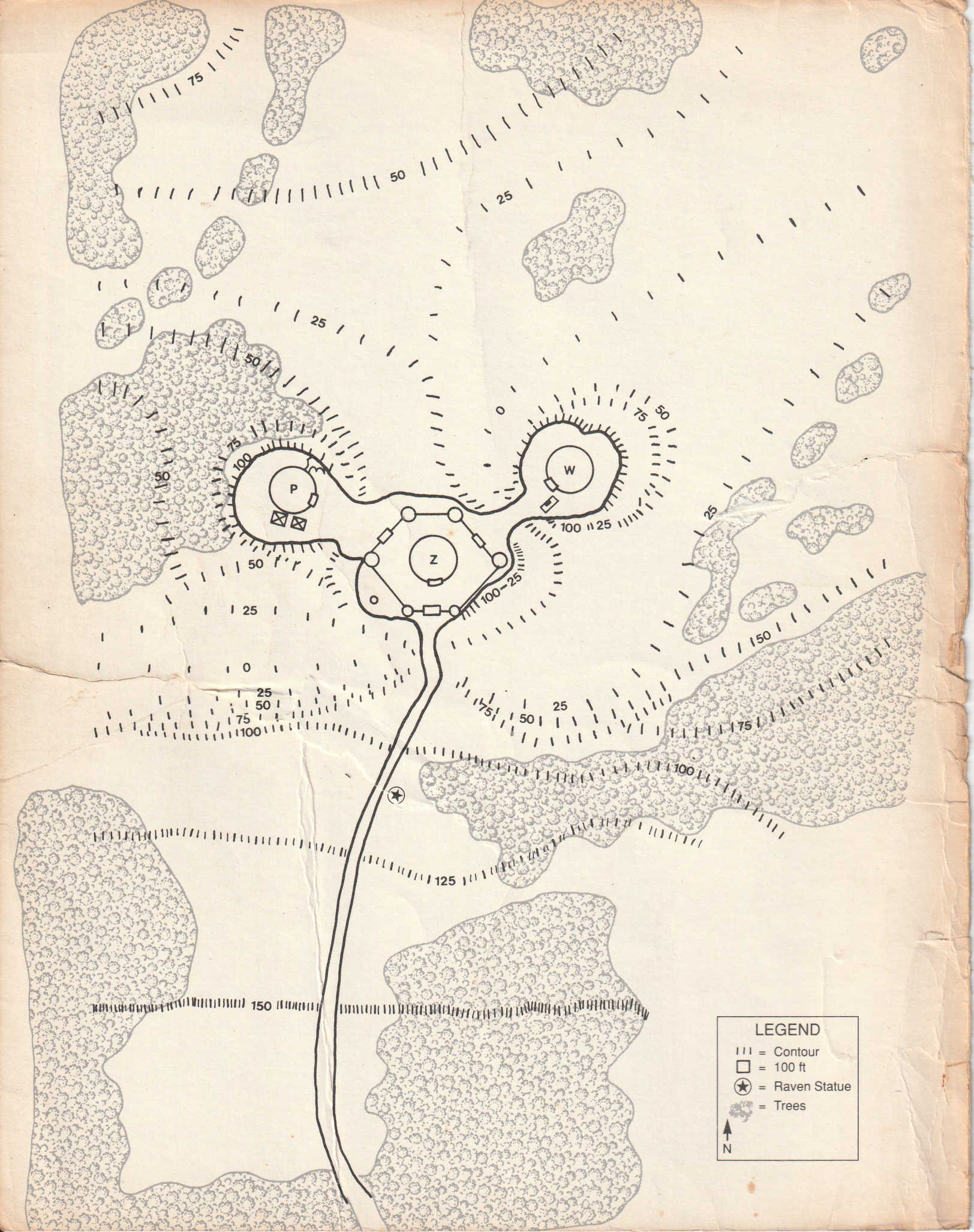
GREYHAWK® ADVENTURES

Official Game Accessory

Greyhawk Ruins

by Blake Mobley and Timothy B. Brown





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W
LEGEND
= Contour
= 100 ft
= Raven Statue
= Trees
N

Advanced Dungeons & Dragons® 2nd Edition

GREYHAWK® ADVENTURES

Greyhawk Ruins

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The Ruins of Castle Greyhawk

Centuries past, when Greyhawk city was still a burgeoning riverbank trading post, Zagig was already a powerful magician. His adventurous exploits had taken him the length and breadth of the Oerth and beyond—his command of magic had grown to heroic proportions. Zagig built for himself an enormous castle complex north of young Greyhawk. He used it to conduct his experiments, to build his personal guard of soldiers, and to store the treasures of his career.

However, after just a century of occupation, the castle was mysteriously abandoned.

Since then, the upper towers have crumbled and fallen, the grounds have succumbed to the erosion of time. What remains are the extensive underground mazes, overrun by monstrous evil creatures carefully guarding the legacy of the ruins of Castle Greyhawk.

In its prime, Castle Greyhawk consisted of three main towers. They have fallen into rubble, but the corresponding dungeon levels beneath them still exist. Though below ground, they are still referred to as the Tower of War, the Tower of Power, and the Tower of Zagig.

The Tower of Power

This tower was home to Zagig's clerics and wizard apprentices. The tower originally consisted of a ground floor, ten upper stories (which magically repeated themselves ten times for a total of 100 stories!), two sub levels, and a great cavern deep under ground. Now the cavern and sub levels are connected due to the desires of a secret ring of archmages.

What follows are brief descriptions of the ten dungeon levels below the Tower of Power.

Tower of Power, Dungeon Level 1 (P100). This was once the great cathedral of Boccob (Zagig's god).

Tower of Power, Dungeon Level 2 (P200). Here is the fun house and death maze designed by Zagig to protect the crypts on the next level below.

Tower of Power, Dungeon Level 3 (P300). These crypts hold Zagig's parents and others he was close to. This level is also an interface between the original and more recent construction.

Tower of Power, Dungeon Level 4 (P400). This is the tribal arena and testing grounds for magical items. The various tribes are organized around different alignments as part of a bizarre experiment by the wizards here.

Tower of Power, Dungeon Level 5 (P500). These are the tribe's homes, protected by golem guards and unforgiving traps.

Tower of Power, Dungeon Level 6 (P600). The tribes have also taken over this level for their own purposes.

Tower of Power, Dungeon Level 7 (P700). This level has some of the tribes' homes, again protected by evil traps.

Tower of Power, Dungeon Level 8 (P800). This is the bottom level of the tribes and the upper level of the wizards' domain.

Tower of Power, Dungeon Level 9 (P900). This is the wizards' home and personal experimentation level.

Tower of Power, Dungeon Level 10 (PB00). The Cavern of Magic and home to the great obelisk

One of the main reasons Zagig chose this area to build his castle on was the great magical obelisk he discovered at PB00. Unable to move it even with his great powers, he sought to use it in other ways and discovered its ability to aid in magic item construction and research.

The Tower of War

Zagig used this tower to store his arsenal of weapons and to house his own small army. In its lowest reaches is a corridor which might one day bring forth an invading horde of foul underworlders. The corridor is now blocked by a great capstone.

Tower of War, Dungeon Level 1 (W100). This is actually the bottom floor of the old tower. It housed the War Wagon, and now its undead horses and soldiers guard its secrets.

Tower of War, Dungeon Level 2 (W200). Under construction at the time of Zagig's disappearance, this level is now filled with undead and gold. It is the interface between the secret lair of the underworlders and the original Castle Greyhawk.

Tower of War, Dungeon Level 3 (W300). This is the highest level of the upper trapped underworlders.

Tower of War, Dungeon Level 4 (W400). This level is home to the upper trapped underworlders

Tower of War, Dungeon Level 5 (W500). This is a ruined level separating the upper and lower trapped underworlders. The groups are divided over worship of different gods. Also, there is a secret complex of the escaped derro slaves here.

Tower of War, Dungeon Level 6 (W600). This level is also ruined, another battleground between the upper and lower trapped underworlders.

Tower of War, Dungeon Level 7 (W700). This is now an entertainment level and top level of the lower trapped underworlders.

Tower of War, Dungeon Level 8 (W800). This is now completely populated by the lower trapped underworlders

Tower of War, Dungeon Level 9 (W900). These are mines dominated by underworlders. Their slaves perform the actual work in the mines.

Tower of War, Dungeon Level 10 (WB00). This is the headquarters of the trapped underworlders and capstone to the great spiral stairway leading into the underworld.

The underworlders guard their great stairway with a giant capstone which is also a pyramid shaped temple to the god Nerull. Just as the underworlders were about to break into the castle, an angry demigod released a band of monsters which laid waste to W500 and W600. Now Nerull and this demigod, named Vaprak are locked in a deific battle over the loyalty of these underworlders. Due to this struggle, Nerull is no longer able to aid his priests in lifting the capstone on WB00, trapping the underworlders and further dividing them.

The Tower of Zagig

The central tower and corresponding dungeon levels were Zagig's personal creations. Meant for his enjoyment and work, they also reflect in their construction the growing madness of Zagig through his later years.

Tower of Zagig, Dungeon Level 1 (Z100). Originally a minor recreation area, this level is now completely overrun with monsters.

Tower of Zagig, Dungeon Level 2 (Z200). Here Zagig created his personal art gallery and his own laboratories.

Tower of Zagig, Dungeon Level 3 (Z300). Zagig placed here a 'living' museum with many of the relics he had collected. Zagig also put here an auditorium and apartments for guests.

Tower of Zagig, Dungeon Level 4 (Z400). Zagig created a small level of dungeon specifically to hold in captivity nine demigods. Those chambers are now empty and in ruin. Umber hulk tunnels now link them with an underground cavern and stream.

Tower of Zagig, Dungeon Level 5 (Z500). The cavern from above connects to a great cavern here, home and lair of Farcluun, an ancient red dragon. Beyond are more mazes and traps built by the increasingly mad Zagig.

Tower of Zagig, Dungeon Level 6 (Z600). This final level contains the bounty of caravans to strange places, an aviary, a private library, and Zagig's body's final resting place.

FOLD BEFORE TEARING

Getting to the Ruins of Greyhawk

Greyhawk Ruins are the remains of Castle Greyhawk built by Zagig Yragerne (The Mad Archmage) around 320 CY. When the timeless Zagig vanished after years of rule over the City of Greyhawk, the castle was likewise abandoned, and rumors tell of a terrible curse placed upon the fortress.

The ruins rest upon three rock pinnacles with each supporting a tower. The two smaller towers were once the War Tower and the Tower of Magic (which is now more popularly called the Power Tower). The main tower is called the Tower of Zagig and is equipped with an outer wall. Both lesser towers are connected to the Tower of Zagig via a natural stone archway. Likewise, The Tower of Zagig has a stone archway connecting it to a nearby cliff top. The three pinnacles have sheer slopes and ledges raising some 75 to 100 feet above the valley floor.

At first none dared approach the castle for fear of the curse, but eventually adventure lust overtook a band of wandering barbarians from the north who entered the castle and returned with great wealth in gold and magical items. This attracted the attention of local dwarves and elves respectfully. After heavy losses in the depths of the ruins, these groups both decided to set up a "taxation" on all wealth plundered from "their" towers. This process has been going on for several years now and is still in operation. The dwarves guard the entrance to the old Tower of War, and the elves guard the Tower of Power. The mysterious Tower of Zagig is guarded by reputation, entered by few, and none return.

The upper stories of all three towers are in mass ruin and are structurally unsafe for exploration. However, the passages and catacombs below these towers have a near endless supply of adventure!

Rumors

Rumors about the ruins are rampant in the City of Greyhawk and beyond. They may draw the PCs with their tales of wealth and power. The truth or falsehood of these rumors is left undefined as they often have elements of both.

1. The War Tower holds tons of gold for the taking if you can only defeat the undead army which guards it.
2. The Power Tower has been plundered fully and contains little of value.
3. Great magical items have been removed from the Power Tower.
4. The Tower of Zagig spells death to all who enter and is powerfully cursed.
5. The dwarven tax collectors would be a push over in melee.
6. Zagig once held nine powerful demigods captive in the Tower of Zagig. Only Iuz escaped.
7. Zagig still exists and observes all that occurs within the Power Tower.
8. Zagig, The Black One of the Vale of the Mage, Leomund, Melf, and Serten, all powerful archmages and rivals to the circle of eight, watch the comings and goings of the Power Tower. They call themselves the "Ring of Five".
9. There is a great underworld host beneath the ruins.
10. There are shrines to both Boccob and Nerull within the ruins.
11. A great black obelisk of unlimited magical abilities rests deep within the ruins. It grants wishes to any who ask.
12. Without a magical blade, combat within the ruins is suicide.
13. There are several secret passages deep under ground connecting the three towers.
14. Bandits ambush those who survive the depths.
15. There is a terrible curse upon the ruins which is worse than any treasure warrants.
16. Zagig's famed War Wagon and escort of eight chariots are lost in the ruins, but have been seen hunting down and slaying any who plunder the War Tower.
17. Zagig's very body exists within the depths of the tower of his name.
18. There are round teleportals in the Tower of Magic which separate members from one another.
19. You can purchase magic items from a sect of clerics in the Power Tower.
20. It is dangerous to use magic within the Power Tower.

Encounters

Though well-travelled, the path from Greyhawk City to the ruins can still be dangerous. Groups of adventurers, especially those returning with loads of treasure and few spells to protect it, are ripe targets for various bandits.

The Falcon: Just as the party is getting close to the ruins, they will come across a large stone falcon. It is nearly seven feet tall and is leaning precariously against a tree. The grass and weeds growing up around the falcon suggest that it has been there for quite some time.

This falcon was originally part of the decoration for a room on the very lowest dungeon level of the central tower. Somehow it was teleported here years ago and has not been bothered since.

Encounters: Roll 1d6 when the party reaches one mile from the ruins, a half a mile, and once when they just get to the bridge (reverse this when they are leaving instead of approaching). Rolls of one indicate an encounter.

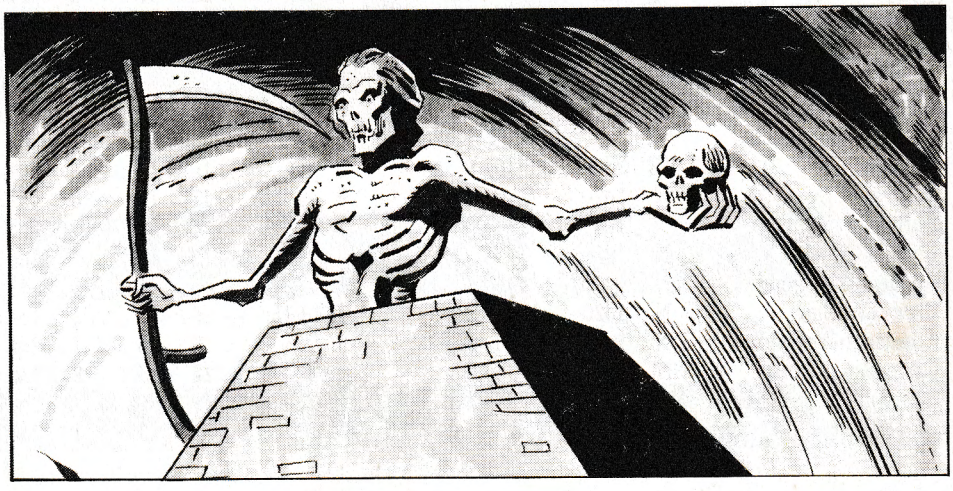
1 2d6 Bandits (F2s and F3s)
2 1d6 Bandits (F4s and F5s)
3 1d3 Bandits (F6s and F7s)
4 1 Thief (T5 or greater)
5 3d6 Orcs
6 1d6 Gnolls

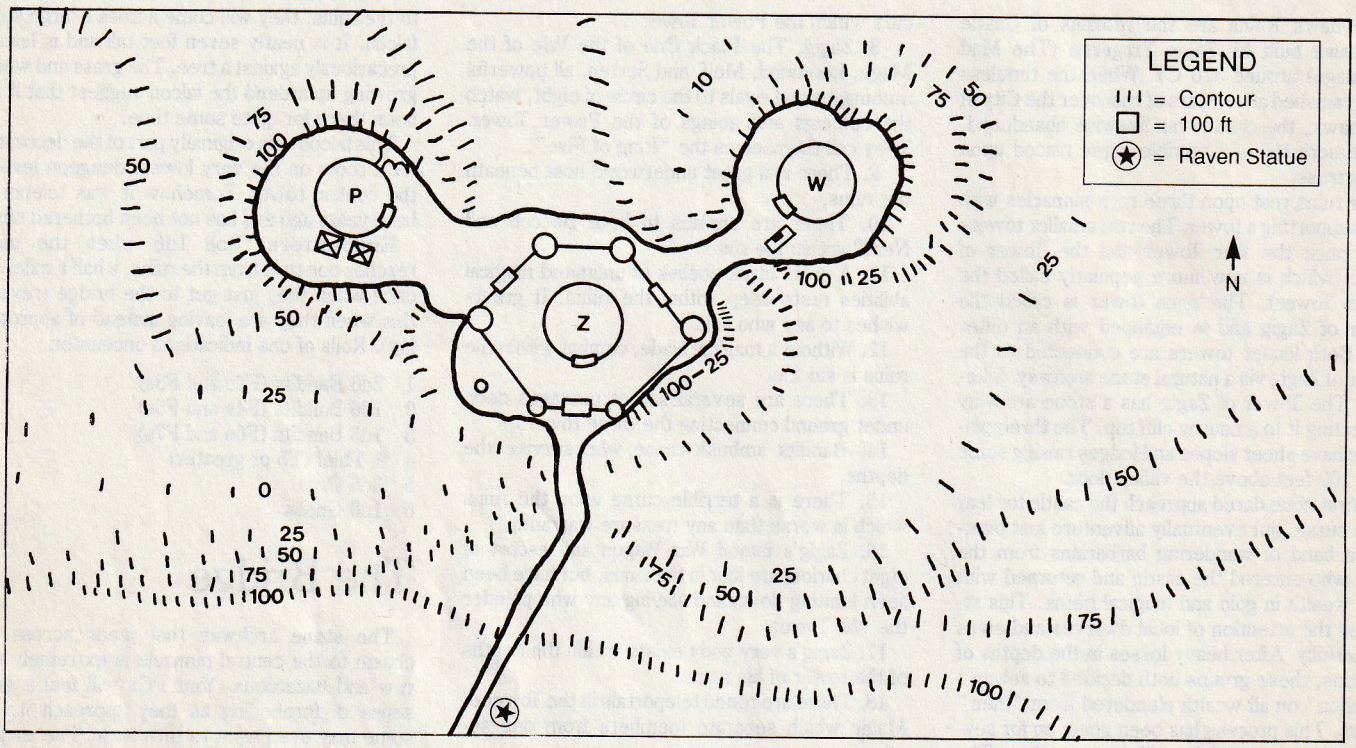
The Bridge

The stone archway that leads across the chasm to the central pinnacle is extremely narrow and hazardous. Your PCs will feel a great sense of foreboding as they approach it, and some may even want to turn back. The air gets very still, and everything grows silent as they take their first steps onto the bridge.

The feelings of fear and dread are very strong, and the sense of vertigo from the great height will be too much for some characters to take. Make each PC roll a save vs. paralyzation. Those who fail will have to drop to the stone bridge and hang on for their very lives in utter terror. Let them re-roll every round until they cross its 300 foot length.

The time spent struggling to get across will prove to be a good time to have bandits attack from the rear or for the ogres to attack from beyond (see The Tower of Zagig).





Monster Statistics Chart

Name	*AL*	*#AP*	*AC*	*MV*	*HD*	*hp*	*THACO*	*AT*	*Dmg*	*SA*	*SD*	*MR*	*S*	*ML*	*Book*
Aboleth	LE	1d4	4	3, Sw 18	8	36	12	4	1d6(x4)	Y	Y	-	H	13	MC
Aerial Servant	N	1	3	Fl 24 (A)	16	72	5	1	8d4	Y	Y	-	L	14	MC
Ant, Giant Worker	N	1d100	3	18	2	9	16	1	1d6	-	-	-	T	9	MC
Ant, Giant Warrior	N	1d100	3	18	3	14	16	1	2d4	Y	-	-	T	9	MC
Basilisk, lesser	N	1d4	4	6	6+1	28	15	1	1d10	Y	N	-	M	12	MC
Bear, Brown	N	1d6	6	12	5+5	28	15	3	1d6/1d6/1 d8	Y	-	-	L	8-10	MC
Beetle, Fire	N	3d4	4	12	1+2	7	19	1	2d4	-	-	-	S	12	MC
Behir	NE	1d2	4	15	12	54	9	2 or 7	2d4 &1d4+1 or 1d6(x6)	Y	Y	-	G	15	MC
Beholder	LE	1	0/2/7	FL 3 (B)	45-75 hp	60	5-11	1	2d4	Y	Y	*	M	18	MC
Beholder-kin, Gauth	NE	1	0/2/7	Fl 9 (B)	6+6- 9+9	*	11-13	1	3d4	Y	Y	-	L	15-16	MC
Bugbear	CE	2d4	5(10)	9	3+1	15	17	1	2d4 or W	Y	-	-	L	11-13	MC
Bulette	N	1d2	-2/4/6	14 (3)	9	41	12	3	4d12/3d6/3d6	Y	-	-	L	11	MC
Burbur	N	1d4	9	12	1-1	4	20	1*	2d4	-	Y	-	T	5-7	MC-FR
Carrion Crawler	N	1d6	3/7	12	3+1	15	17	8	1d2	Y	-	-	L	*	MC
Chimera, Gorgimera	N	1	5/2	12, Fl5 (E)	10	45	11	5	1d3/1d3/2d4/2d6/3d4	Y	N	-	L	13-14	MC
Claw, Crawling	N	1d20	7	9	1d3+1hp	3	20	1	1d4 or 1d6*	-	Y	Y	T	19-20	MC-FR
Construct-Caryatid	N	1d12	5	6	5	22	15	1	2d4	-	Y	-	M	*	WGR1
Construct-Guardian	N	1d4	2	9	4+4	22	15	2	1d8+1/1d8+1	-	Y	-	M-L	*	WGR1
Construct-Juggernaut	N(E)	1	2	3-12	10-13	*	7-11	1-6	2d6 each	Y	Y	-	L-H	13-16	WGR1
Crystalmist	N	1	10/7	18, Fl 6 (A)	50hp	*	13	1	1d6	Y	Y	-	T	11-12	WGR1

Name	AL	#AP	AC	MV	HD	hp	THAC0	AT	Dmg	SA	SD	MR	S	ML	Book
Dragon, Green	LE	1(2-5)	*	9, Fl30 (C), Sw9	*	*	*	3+ special	1d8/1d8/2d10	Y	Y	*	G	15-16	MC
Dragon, Venerable Red	CE	1	-9	9, Fl 30 (C), Jp 3	19	87	5	3+ special	1d10/1d10/3d10	Y	Y	Special	G	17-18	MC
Dwarf, Derro	CE	3d10	4-5	9	3*	14	17	1-2	W	Y	Y	30	S	12	WGR1
Dwarf, Duergar	LE	1d8+1	4	6	1+2*	7	19	1	W	Y	Y	-	S	13	MC
Dwarf, Duergar, Steeder	N	2d10	4	12	4	18	17	1	1d8	Y	Y	-	M	11	MC
Dwarf	LG	40d10	4(10)	6	1	5	20	1	1d8 or W	Y	Y	*	S-M	13-14	MC
Elemental, Earth	N	1	2	6	8/12/16	*	12/9/7	1	4d8	Y	Y	-	L-H	15-17	MC
Elemental, Fire	N	1	2	12	8/12/16	*	13/9/5	1	3d8	Y	Y	-	L-H	15-17	MC
Elf	CG	20d10	5 (10)	12	1+1	6	19	1	1d10 or W	Y	Y	90*	M	13	MC
Elf, Drow	CE	5d10	4 (10)	12	2	9	19	1-2	W	Y	Y	*	M	14	MC
Ettin	CE	1 or 1d4	3	12	10	45	10	2	1d 10/2d6 or W	-	Y	-	H	14	MC
Fish, Giant Pike	N	1d8	5	Sw 36	4	18	15	1	4d4	Y	-	-	L-H	8	MC
Frog, Giant	N	5d8	7	3, Sw 9	1-3	*	16-19	1	1d3/1d6/2d4	Y	-	-	T-M	8	MC
Fungus, Phycomid	N(E)	1d4	5	3	5	23	15	2	1d4+2/ 1d43+2	Y	Y	-	T	14	MC
Galeb Duhr	N	1d4	-2	6	8-10	*	11-13	2	2d8, 3d6, or 4d6	Y	Y	20	L	17	MC
Gargoyle	CE	2d8	5	9, Fl 15 (C)	4+4	22	17	4	1d3/1d3/1d6/1d4	-	Y	-	M	11	MC
Genie, Dao	NE	1	3	9,Fl 15 (B)/Br6	8+3	39	11	1	3d6	Y	Y	-	L	15-16	MC
Genie, Efreeti	N(LE)	1	2	9, FL 24 (A)	10	45	11	1	3d8	Y	Y	-	L	15-16	MC
Ghost	LE	1	0 or 8	9	10	45	11	1	Age 10-40 years	Y	Y	-	M	Special	MC
Ghoul	CE	2d12	6	9	2	9	19	3	1d3/1d3 /1d6	Y	Y	-	M	11-12	MC
Ghoul, Ghast	CE	1d6	4	15	4	18	17	3	1d4/1d4/1d8	Y	Y	-	M	13-14	MC
Giant, Mountain	CN	1d4	4	12	15+3	71	5	1	1d8 or 4d10+10W	Y	-	-	H	15-16	WGR1
Giant-kin, Cyclops	CE	1d8	3	12	5	23	15	1	2d4+4	-	-	-	L	13	MC
Giant-kin, Fomorian	NE	1d4	3	9	13+3	62	9	1	2xW+8	Y	Y	-	H	14	MC
Giant-kin, Verbeeg	N(E)	1d6	4+	18	5+5	28	15	2	W+Str	-	-	-	L	13	MC
Giant-Kin, Spriggan	CE	3d4	3 or 5	9or15	4 or 8+4	*	17or11	2	2d4/2d4 (+7each)	Y	Y	-	S or L	15-16	MC-GA
Gingwatzim-Graegzim	N(E)	1	0	15	3+6	20	17	1	2d4	Y	Y	-	M	19-20	WGR1
Gnoll, Flind	LE	1d4	5(10)	12	2+3	12	17	1-2	1d6W or 1d4(x2)W	Y	-	-	M	11-12	MC
Goblin	LE	4d6	6(10)	6	1-1	4	20	1	1d6W	-	-	-	S	10	MC
Golems Flesh	N	1	9	8	9	40*	11	2	2d8/2d8	-	Y	-	L	19-20	MC
Golems Iron	N	1	3	6	18	80*	3	1	4d10	Y	Y	-	L	19-20	MC
Golems Stone	N	1	5	6	14	60*	7	1	3d8	Y	Y	-	L	19-20	MC
Grell	NE	1	4	Fl 12 (D)	5	23	15	11	1d4(x10)/1d6	Y	Y	-	M	13-14	MC-GA
Guardian Daemon Lsr	N	1	1	9	8	36	12	3	1d6/1d12/1d12	Y	Y	-	*	16	MC
Hell Hound	LE	2d4	4	12	4-7	*	13-17	1	1d10	Y	Y	*	M	13	MC
Hobgoblin	LE	2d10	5(10)	9	1+1	6	19	1	W	-	-	-	M	11-12	MC
Hook Horror	N	2d6	3	9	5	23	15	3	1d8/1d8/2d6	-	-	-	L	11-12	MC-GA
Imp, Fire Mephit	*(E)	1/1d10	5	12, Fl 24 (B)	3+1	15	17	2	1d3/1d3	Y	Y	-	M	8-10	WGR1
Imp, Lava Mephit	*(E)	1/1d10	4	12, Fl 24 (B)	3	14	17	2	1/1	Y	Y	-	M	8-10	WGR1
Imp, Smoke Mephit	*(E)	1/1d10	4	12, Fl 24 (B)	3	14	17	2	1d2/1d2	Y	Y	-	M	8-10	WGR1
Imp, Steam Mephit	*(E)	1/1d10	7	12, Fl 24 (B)	3+3	17	17	2	1d4+1/1d4+1	Y	Y	-	M	8-10	WGR1
Invisible Stalker	N	1	3	12, Fl 12 (A)	8	36	13	1	4d4	Y	Y	30	L	13-14	MC
Jermlaine	NE(L)	12d4	7	15	1-4 hp	3	20	1	1d2 or 1d4	Y	Y	*	T	12	MC
Ki-rin	LG	1	-5	24, Fl 48 (B)	12	54	9	3	2d4/2d4/3d6	Y	Y	90	H	18	MC

Name	AL	#AP	AC	MV	HD	hp	THAC0	AT	Dmg	SA	SD	MR	S	ML	Book
Kobold	LE	5d4	7	6	1/2	3	20	1	1d4 or 1d6W	-	-	-	S	8-10	MC
Kyuss, Sons of	CE	1d3	10	9	4	18	17	1	1d8	Y	Y	-	M	*	MC-GA
Leech, swarm	N	100d4 +1	10	Sw 1	*	10	-	1	*	Y	-	-	L	5	MC
Lich	Any	1	0	6	11 +	50 +	10	1	1-10	Y	Y	-	M	17-18	MC
Lizard, Fire	N	1d4	3	9	10	45	11	3	1d8/1d8/2d8	Y	Y	-	G	11-12	MC
Lizard Man, Lizard King	CE	1	3	9, sw 15	8	36	13	1	3d6 +2	Y	-	-	L	16	MC
Lurker, Lurker	N	1(1d4)	6	1, Fl 9 (B)	10	45	10	1	1d6	Y	-	-	H	11	MC
Lurker, Trapper	N	1	3	3	12	54	9	1	4 +	Y	-	-	H	11	MC
Lycanthrope-Wererat	LE	4d6	6	12	3 +1	15	17	1	W	Y	Y	-	S-M	11-12	MC
Meenlock	LE	1d3 +2	7	9	4	18	17	2	1d 4/1d4	Y	Y	-	T	11-12	WGR1
Mimic	N	1	7	3	7-8	*	13	1	3d4	Y	Y	-	L	15	MC
Mimic, Killer	N(E)	1	7	3	9-10	*	11	1	3d4	Y	Y	-	L	13	MC
Mind Flayer	LE	1d4	5	12	8 +4	40	11	4	Special	Y	-	90	M	15	MC
Minotaur	CE	1d8	6	12	6 +3	30	13	2	-4/W	Y	Y	-	L	13	MC
Mist, Vampiric	NE	1d3	4	12or6	3	18	*	1	1d8	Y	Y	*	M	13-14	MC-GA
Mold, Yellow	N	1 patch	9	-	-	-	16	1	1d8	Y	Y	20	S-L	-	MC
Mud-man	N	2d6	10	3	2	9	19	1	*	Y	Y	-	S	*	MC
Mummy	LE	2d4	3	6	6 +3	30	13	1	1d12	Y	Y	-	M	15	MC
Myconid	LN	1d12	10	9	1-6	*	15-19	1	1d4xHD	Y	Y	-	T-L	12-13	MC
Necrophidius	N	1	2	9	2	9	19	1	1d8	Y	Y	-	L	19-20	MC-GA
Obliviax	NE	2d6	10	-	1-2 hp	2	20	-	-	Y	Y	-	T	9	MC
Ogre	CE	2d10	5	9	4 +1	19	17	1	1d10 or W	Y	-	-	L	11-12	MC
Ogre, Leader	CE	1d6	3	9	7	32	13	1	1d10 or W +3	-	-	-	L	12	MC
Ogre, Ogre Mage	LE	1d6	4	9 fl 15 (B)	5 +2	25	15	1	1d12	Y	-	-	L	13-14	MC
Ogre, half	CE	1d4	5	12	2 +6	23	17	1	2d4 or W	-	-	-	L	12	WGR1
Ogre half, Ogrillion	CE	1d4	6	12	2 +4	18	17	2	1d6 +1/ 1d6 +1	-	-	-	M	10	WGR1
Oozes, Mustard Jelly	N	1	4	9*	7 +14	46	13	1-2	5d4	Y	Y	10	H	15	WGR1
Oozes-Ochre Jelly	N	1d3	8	3	6	30	15	1	3d4	-	Y	-	M	10	MC
Oozes, Stun Jelly	N	1	8	3	4	18	17	1	2d4	Y	-	-	L	9	WGR1
Orc	LE	3d10x10	6	9	1	5	19	1	1d8	-	-	-	M	11-12	MC
Orc, Orog	LE	2d4x10	4	6	3	14	17	1	1d10 or W	Y	-	-	M	13-14	MC
Otyugh	N	1	3	6	6-8	*	13or15	3	1d8/1d8/1d4 +1	Y	Y	-	M-L	14	MC
Otyugh, Neo-	N	1	0	6	9-12	*	9or11	3	2d6/2d6/1d3	Y	Y	-	L	17	MC
Oozes, Gray	N	1d3	8	1	3 +3	17	17	1	2d8	Y	Y	-	M-L	10	MC
Owlbear	N	1	5	12	5 +2	25	15	3	1d6/1d6/2d6	Y	-	-	L	11-12	MC
Piercer	N	3d6	3	1	1-4	*	17-19	1	1d6(xHD)	Y	-	-	T-M	8-10	MC
Plant, Giant Polyp	NE	1	6	0	7	32	13	24	1d2 per tentacle	Y	Y	-	L	15-16	MC-GA
Plant, Thornslinger	N	3d4	8	0	4	18	17	1*	2d4	Y	-	-	M	8-10	-
Poltergeist	LE	1d8	10	6	1/2	3	15	1	-	Y	Y	-	M	10	MC
Puddings, D. Black	N	1	6	6	10	45	11	1	3d8	Y	Y	-	S-L	*	MC
Rakshasa	LE	1d4	-4	15	7	32	13	3	1d3/1d3/1d4 +1	Y	Y	*	M	15-16	MC
Rat, Giant	N(E)	5d10	7	12, Sw 6	1-4 hp	3	20	1	1d3	Y	-	-	T	5-7	MC
Roper	CE	1d3	0	3	10-12	*	9-11	1 +1	*/5d4	Y	Y	80	L	15	MC
Rot Grub	N	5d4	9	1	1 hp	1	-	-	-	Y	-	-	T	5	MC
Rust Monster	N	1d2	2	18	5	23	15	2	-	Y	-	-	M	9	MC
Salamander	CE	1d4 +1	5/3	9	7 +7	39	12	2	2d6/1d6(spear)	Y	Y	-	M	13	MC

Name	AL	#AP	AC	MV	HD	hp	THAC0	AT	Dmg	SA	SD	MR	S	ML	Book
Salamander, Fire Snake	N	1d6	6	4	2	9	16	1	1d4	Y	Y	-	S	11	MC
Scorpion, Large	N	1d6	5	9	2+2	11	19	3	1d4/1d4/1	Y	-	-	S	8	MC
Shadow	CE	2d10	7	12	3+3	17	17	1	1d 4+1	Y	Y	*	M	*	MC
Shambling Mound	N	1d3	0	6	8-11	*	9-13	2	2d8/2d8	Y	Y	*	L	17-18	MC
Skeleton	N	3d10	7	12	1	5	19	1	1d6W	-	Y	*	M	*	MC
Skeleton, Animal	N	2d10	8	6	1-1	4	20	1	1d4	-	Y	*	S-M	*	MC
Skeleton, G. Troll	N	1d4	2	12	8	36	13	1/2	2d6+7 or 2d4/2d4	-	Y	*	L	-	-
Skeleton, H. Horse	N	1	7	15	3+3	17	17	3	1d6/1d6/1d2	-	Y	*	L	-	-
Skeleton, Ogre	N	1d8	6	9	4+1	19	17	1	weapon	N	N	-	L	-	-
Skeleton, War Dog	N	1d8	6	12	2+2	11	19	1	1d6	-	Y	*	M	-	-
Slithering Tracker	N	1	5	12	5	23	15	-	-	Y	Y	-	S	15	MC
Slow Shadow	CE	4d4	8	12	4	18	17	1	1d4	Y	Y	*	M	*	MC-GA
Snail, Flail	N	1	4*	3	4-6	*	*	*	1d8(x*)	-	Y	*	L	13-14	MC-GA
Snake Normal Poison	N	1d6	6	15	2+1	11	19	1	1	Y	-	-	S	8	MC
Spectre	LE	1d6	2	15, Fl 30 (B)	7+3	35	13	1	1d8	Y	Y	Special	M	15	MC
Stirge	N	3d10	8	3, Fl 18 (C)	1+1	6	17	1	1d3	Y	-	-	S	8	MC
Swordwraith	LE	2d4	3	9	7	32	10	1	1 d10	Y	Y	-	M	20	-
Troglodyte	CE	10d10	5	12	2	9	19	3 or 1	1d2/1d2/1d4+1 or W	Y	Y	-	M	11	MC
Troll	CE	1d12	4 (2 if 'armored')	12	6+6	33	13	3	1d4+1(x2)/1d8+4	Y	Y	-	L	14	MC
Troll, Giant	CE	1d12	4	12	8	36	13	1/2	2d6+7	-	Y	-	L	17-18	WGR1
Troll, Two-Headed	CE	1d3	4	12	10	45	11	4	1d4+1(x2)/1d12(x2)	Y	Y	-	L	16	MC
Umber Hulk	CE	1d4	2	6, Br 1d6	8+8	44	11	3	3d4/3d4/1d10	Y	-	-	L	13	MC
Urchin, Yellow	N	1d3	1	6 SW 6	4+2	20	17	4	1d6	Y	-	-	S	11	MC
Urd	NE	3d100	8	6, Fl 15 (C)	2-5	*	15-19	1	1d3 or 1d4(spear)	Y	-	-	S	7	MC
Water Weird	CE	1d3	4	12	3+3	17	15	-	-	Y	Y	-	L	13	MC
Weasel, Giant	N	1d8	6	15	3+3	17	17	1	2d6	Y	-	-	M	10	MC
Web, Living	N	1d8	9	6	1/2 to 6	*	19-15	1	*	Y	Y	-	S	9-10	MC
Wight	LE	2d8	5	12	4+3	21	15	1	1d4	Y	Y	*	M	14	MC
Wraith	LE	2d6	4	12, Fl 24 (B)	5+3	26	15	1	1d6	Y	Y	-	M	15	MC
Xorn	N	1d4	-2	9, Br 9	7+7	39	13	4	1d3(x3)/6d4	Y	Y	-	M	16	MC
Yeti	N	1d6	6	15	4+4	22	15	2	1d6/1d6	Y	Y	-	L	13	MC
Yuan-ti	CE	1d4	4/0	12, slither 9	6-9	*	11-15	2	*	Y	-	20	M-L	14-15	MC
Zombie	N	3d8	8	6	2	9	19	1	1d8	-	-	*	M	*	MC
Zombie, Hawk	N	1d12	6	Fl 12 (C)	2	9	19	3	1d2/1d2/1	Y	Y	*	S	-	-
Zombie, Ju-ju	N(E)	1d4	6	9	3+12	25	15	1	3d4	Y	Y	*	M	*	MC

MC refers to Monstrous Compendium I and II. MC-FR refers to the FORGOTTEN REALMS™ Appendix, MC-GA refers to the WORLD OF GREYHAWK® Appendix, and MC-DL refers to the DRAGONLANCE® Appendix. WGR1 refers to the new monster section of this book.

Dungeon Mechanics

Several conventions have been used throughout this module to aid you in conducting a smoother game. First, you should note that there are three main areas to adventure in: the Power Tower, the War Tower, and the Tower of Zagig.

Room numbers appear in the text as P213, Z101, WB08, etc. Each character helps you find the room quickly and easily. The first letter identifies the tower (Power, Zagig, or War), the second determines the level the room is on in that tower (1 to 9 or "B" for bottom), and the last two numbers are the room number. Thus P213 is room 13 of the second level down in the Power Tower.

Each room's text is broken into several paragraphs. The first paragraph contains a room description which you may read to your players. The central paragraphs contain all information needed to initially run the room (encounter information). Finally, the last paragraph contains information not essential to running the room's encounter such as monster treasure, hidden and secret items, as well as possible reasons behind the room's contents and appearance.

Only the first paragraph includes exceptions to this scheme. Any text in parenthesis is for DM's eyes only. If the paragraph starts with DM's Note then the entire paragraph is for the DM and no room description is given. Any things of note concerning entry to the room are listed at the very beginning of the paragraph in parenthesis, such as (locked with a poison needle trap, save or die).

The NPC descriptions adopt the common AD&D® game abbreviations. F means fighter, W means wizard, P means priest, T means thief, R means rogue, etc. The number following indicates their level. For instance F5 is a fifth level fighter.

The last aid included is a system for determining which stairway, winch lift, crevice, or teleportal connects to which on the levels bellow or above it. Connecting accessways between the levels all have a label which is identical to the label used on other levels it connects to. Thus a staircase down might be labeled S1. If you look on the level below it, you will find a staircase up labeled S1. Labels all start with a letter (S)taircase, winch (L)ift, (C)revice, and tele(P)ortal. They are then followed by a number to distinguish them: S12, L3, C9, P1, etc.

Wandering Monster Tables

You should roll wandering monsters as you feel the need. A rule of thumb for this module is to roll a d6 for each room or passage entered and on a 1 a wondering encounter has occurred. Be sure the wandering encounter rolled makes sense, and feel free to adjust any result to make play more enjoyable. Arm, equip, and have monsters carrying what ever treasure you feel makes sense and heightens play.

For all levels, roll a d20. Average hps and statistics for most all results are included on the monster tables.

W100:

1-9	1d8 skeletons
10-14	1d6 zombies
15-16	1d6 rot grub infested zombies
17	1d2 swordwraiths
18-19	1d2 poltergeist
20	NPC party

W200:

1-4	1d10 skeletons
5-7	1d8 zombies
8-10	1d8 giant ant warriors
11-14	1d10 giant ant workers
15	1 priest from W300
16-17	1d4 troglodytes
18	1d3 orog
19	1d3 ogrillion
20	NPC party

W300:

1	1d2 priests of this level
2-6	1d6 ogrillion
7-11	1d6 orog
12-14	1d2 orog with 1d8 duergar
15-19	1d8 skeletons
20	1d8 zombies

W400:

1-5	1d3 ogrillion with 1d8 duergar
6-9	1d3 ogrillion with 1d8 troglodytes
10-11	1 priest of this level
12-15	1d10 zombies
16-18	1d6 hook horror
19-20	if near W436, Monstrous Compendium water encounters.

W500:

1-6	1d12 duergar F1-F3s
7-8	1d4 duergar on steeders
9-14	1d6 ogre
15-18	1d6 trolls
19-20	Monstrous Compendium

W600:

1-3	1d8 trolls
1-6	1d8 ogres
7-8	1d3 vampiric mist
9-10	1 slithering tracker
11-20	Monstrous Compendium

W700:

1-4	1d8 trolls
5-8	1d6 elite ogres*
9-12	1d3 trolls
13-14	1d8 derro
15-16	1d4 elite ogres* and trolls with 1d10 derro
17	1d2 priests of this level
18-19	1d6 urd
20	1d4 verbeeg

*elite ogre = ogre leaders

W800:

1-4	1d8 elite ogres*
5-10	1d8 trolls
11	1 fomorian
12-14	1d2 two headed trolls
15-17	1d2 giant trolls
18	1 ogre magi priest from WB00
19	1d4 trolls with 1d12 derro
20	1d3 priests of this level

*elite ogres = ogre leaders

W900:

1-4	1d3 Xorn
5-8	1d6 two headed trolls
9-10	1d3 fomorian
11-12	1d12 derro
13-16	1d4 fomorian with 2d8 derro
17	1d3 priests of this level
18	1d2 lava mephits
19-20	1d4 salamander

WB00:

1-7	1d8 two headed trolls
8-14	1d4 fomorian#
15-20	1d10 elite ogres*#

*elite ogres = ogre leaders
#random encounters will only occur after all planned encounters.

P100:

1-11	Monstrous Compendium
12-20	1d8 kobolds

P200:

1-10	Monstrous Compendium
11-15	1d6 troglodytes
16-20	1d8 jermlaine

P300:

1-2	Monstrous Compendium
3-5	1d4 wererats
6-8	1d8 giant rats
9-11	1d8 stirges
12	1d3 priests from P119
13-14	1d8 skeletons
15	1d6 zombies
16-17	1d6 ghasts
18-19	1d6 ghouls
20	1d6 shadows

P400:

1-2	1 wizard from P900
3-5	1d3 meenlock
6-8	1d6 flind
9-11	1d6 urd
12-14	1d4 verbeeg
15-17	1d3 troll
18-20	1d6 bugbear

P500:

1-2	1 wizard from P900
3-4	1d4 meenlock
5-8	1d8 flind
9-12	1d8 urd
13-15	1d6 verbeeg
16-19	1d8 bugbear
20	1d2 flesh golems

P600:

1-2	1 wizard from P900
3-5	1d8 trolls
6-7	1d10 bugbear
8-9	1d10 urd
10-12	1d8 verbeeg
13-15	1d6 meenlock
16-18	1d10 flind
19-20	1d4 spriggan

P700:

1-2	1 wizard from P900
3-4	Any earth-based monster
5-7	1d2 mountain giants
8-10	1d12 urd
11-14	1d8 verbeeg
15-17	1d8 spriggan
18-20	1d2 ettin

P800:

1-3	1 wizard from P900
4	NPC party (controlled by the aboleth of P918)
5-8	1d10 spriggan
9-12	1d2 yuan-ti (no abominations)
13-16	1d4 ettin
17-18	1d8 meenlock
19-20	1d10 urd

P900:

1-3	1d3 wizards from this level
5-6	NPC party (controlled by aboleth in P918)
7-18	1d8 slaves from P922 area
19-20	1 beholder

PB00:

1-6	1d5 wizards from P900
7-17	1d12 fire, smoke, or steam mephits.
18-20	1 galeb duhr (50% likely to be with 1d6 mephits)

Z100:

1-2	1d3 armored trolls
3-6	1d6 goblins
7-10	1d4 orcs
11-14	1d6 orogs
15-19	1 rust monster
20	Monstrous Compendium

Z200:

1-4	1d4 ogre
5-9	1 beholder
10-13	1d6 minotaurs
14-18	1 wraith
19-20	Monstrous Compendium

Z300:

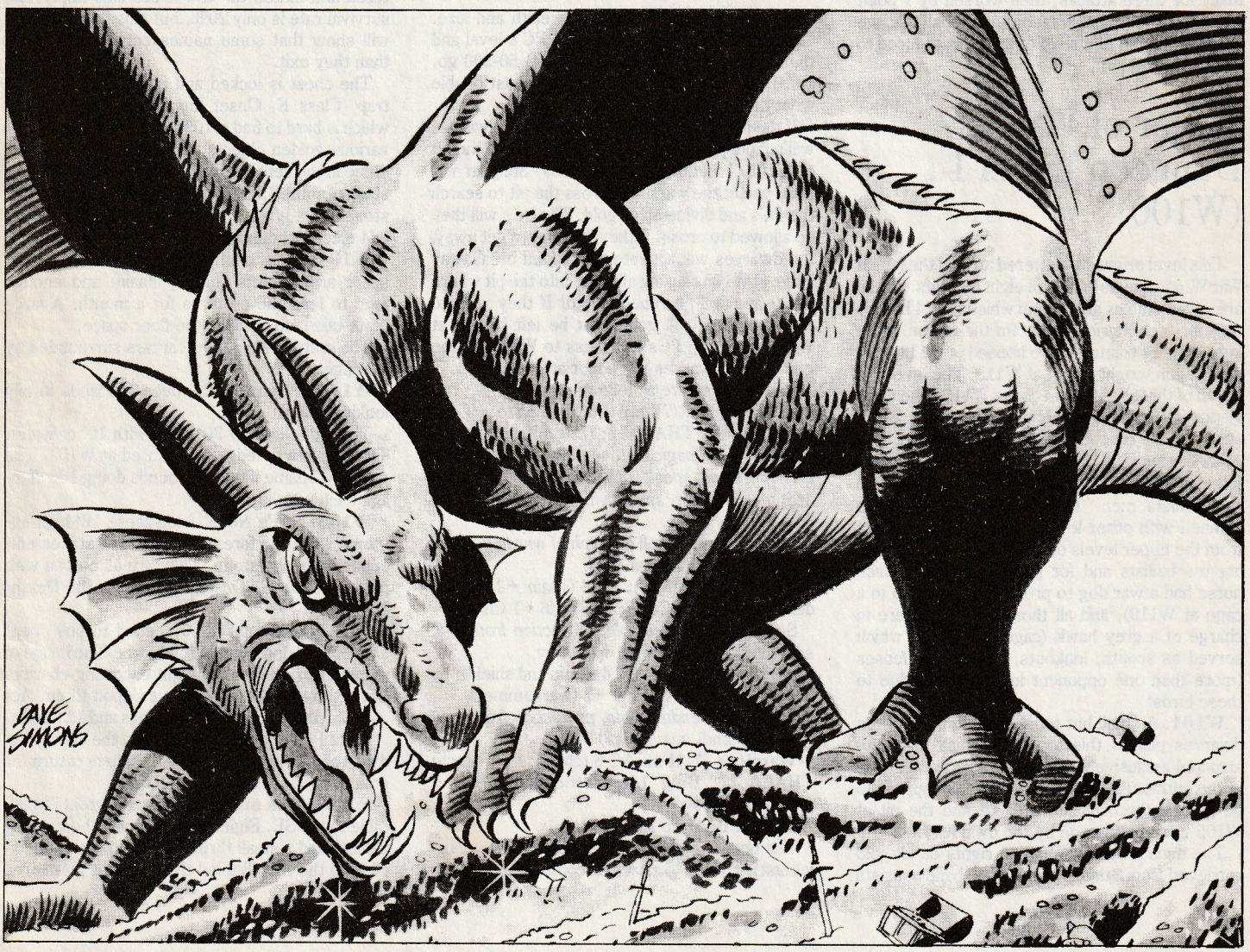
1-4	1d2 umber hulks
5-8	1d3 carrion crawlers
9-12	1d3 wraiths
13-20	Monstrous Compendium

Z400:

1-3	1d4 umber hulks
4-7	1d2 spectres
8-9	1d4 wights
10-14	1d12 ghouls
15-17	1d6 lizard kings
18-20	Monstrous Compendium

Z500: There are no wandering monsters on this level.

Z600: All wandering monsters here will be 1d6 invisible stalkers.



The Tower of War

This tower originally housed Zagig's men-at-arms. This fearsome army was led by the famed War Wagon and its escort of eight war chariots. The original construction consisted of a ground floor, ten upper stories, and a sub level under construction at the time of Zagig's disappearance. However, about 50 years ago the denizens of the underworld began construction from deep within Oerth of a giant spiral stairway leading up into this tower as part of a great scheme to overthrow the City of Greyhawk.

For an overview of the different levels, refer to *The Ruins of Castle Greyhawk.*

Special Considerations

The PCs will find many weapons and even armor made of gold. These items will work normally for three attacks, then worsen by 1 point (damage or AC) until weapons are at half damage (simply clubs of that size) or armor is reduced to AC 10 and falls off.

Tower of War, Dungeon Level 1 (W100)

This level originally centered around the famed War Wagon and its escort of eight chariots. There are seven stables at W109 in which the 14 horses (one for each chariot and six for the wagon) were kept. The 14 trainers were housed at W112. The two wagon wrights slept at W113. The level had a staff of three full time in cooks W113. The eight gladiators (charioteers) had nice rooms at W118 and were the toughest fighters of the bunch. The other twelve at W121 consisted of ten teamsters (one for each chariot and two for the wagon) and two ballista men. The wagon itself was also manned with other lesser warriors and archers from the upper levels of the castle to aid in loading the ballista and for general defense. Each horse had a war dog to protect it (kept two to a cage at W119), and all those at W121 were in charge of a grey hawk (caged at W119) which served as scouts, lookouts, and arial defenses (more than one opponent lost his sight due to these birds).

W101. A small but tough looking band of ten dwarves guards this tower. A small fort constructed exclusively of stone stands to one side of the entrance. This building does not appear to be part of the original castle (it and the pit at W105 were both made by the dwarves).

The dwarves claim taxation rights on all gold retrieved from "their" tower. The band consists of Stillguar the captain, two guards named Dorogond and Arthton, seven warriors, and their pet brown bear. They will greet any adventurers with dwarven camaraderie (except elves who will merely be tolerated). They ask that the party agree to their terms of 1/3 taxation on all gold found or be willing to take the "Great Risk". The great risk is a game in which two dwarven hammers are tossed to the ground and the way they land determines the results.

The Great Risk

2—lose all your gold (found in the tower or otherwise)
3—lose all gold found in the tower
4-9—lose 1/2 gold found in the tower
10—lose only 1/10 of the gold found in the tower
11—keep all gold
12—gain the Great Ingot

The Great Ingot is of great wealth and size. Change its actual value based on PC's level and the amount of gold they found: 1st) 50-500 gp, 10th) 5,000-25,000 gp. It should at least double what they found in the dungeon.

If the party agrees to their terms, the dwarves will supply planks and allow them to cross the pit at W105. When the party returns, Stillguar will send one of the warriors across the pit to search the PCs and divide up all gold. The PCs will then be allowed to cross. If they attempt to get away, the dwarves will activate the hidden breakaway ledge at W105 causing all to fall into the pit where the terms will be renegotiated! If they wish to play the game, all gold must be left behind at W105, then the PCs can cross to W101 for the game. The dwarves will honor any result.

The dwarves are as follows:

Stillguar (6F/7C): AC 0 (*field plate +1* and shield); hp 52; THAC0 15; Dmg 1d6 (*mace -1*).

Spells: 1st) *magical stone (x3), shillelagh (x2)* 2nd) *find traps, speak with animals, detect charm* 3rd) *locate object, speak with dead* 4th) *produce fire*

Stillguar has a scroll of *glyph of warding, blade barrier,* and *anti-animal shell.*

Dorogond (4F/4C): AC 2 (*chain +1*, shield, dex); hp 21; THAC0 17; Dmg 1d6+1 (mace).

Spells: 1st) *endure cold, protection from evil, sanctuary* 2nd) *barkskin, withdraw*

Arthton (4F/4C): AC 4 (chain and shield); hp 20; THAC0 17; Dmg 1d4+1 (warhammer).

Spells: 1st) *endure cold, protection from evil, sanctuary* 2nd) *augury (x2)*

Warriors (7 4Fs): AC 5 (chain); hp 35 each; THAC0 17; Dmg 1d8 (battle axe), 1d4+1 (heavy crossbow).

Brown Bear hp 24.

The bear is a personal friend of the three clerics and is trained to attack on command. All three clerics serve Ulaa and have images of a mountain with a ruby heart upon their shields.

W102. A stone table stands next to a forge-like stove. To your left is a shelf upon which lie several neatly stacked bed rolls and a number of heavy quarrels. Several long planks rest beneath the shelf. A couple of barrels can be seen here and there.

There is a barrel of ale, mead, and beer each with 50 gp of the beverage left. The planks fit over the pit at W105. All the walls except that to the SE have peepholes built into them. The ledge at W105 can be released by pulling a ring in the N corner of the room.

W103. (locked) A sturdy chest stands next to a stone desk.

Here the dwarves keep false records of the amount of taxed gold; it always matches the amount in the chest. Records of all who have entered and exited the tower are also kept. The survival rate is only 20%, but close examination will show that some names enter more times than they exit.

The chest is locked and has a poison needle trap (Class E, Onset immediate, Str death/0) which is hard to find (-10%). Inside are 150 gp in various golden objects. However a secret flagstone in the center of the room opens to reveal a stash of some 8,500 gp in golden items. This flagstone has a *glyph of warding* on it which inflicts 8d4 electrical damage.

W104. This pantry/storage room contains spare armor parts (mostly chain) and enough food to feed the dwarves for a month. A large crate takes up much of the floor space.

The crate holds a deer carcass surrounded by ice chips.

W105. This pit is 20′ deep and ends in oily looking water.

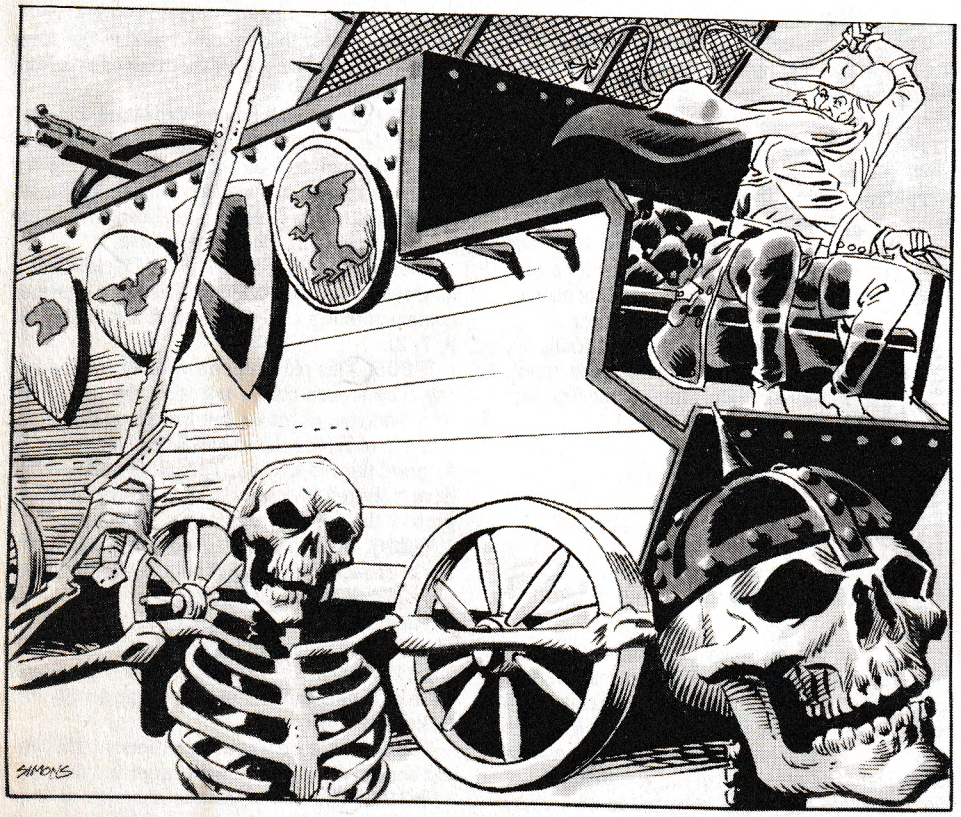
The pit is actually 30′ deep with 10′ of water. The breakaway ledge is operated at W102. The water will flame if lit for 4 rounds doing 1d6 damage each round.

W106. DM's Note. Atop these 18′ high entrance walls is a forest of sharpened stakes embedded into the stone. They are all coated with poison (Class E, Onset immediate, Str Death/20).

W107. (Str total of 80 needed to pull open) Two mighty doors guard this tower. The image of a great war wagon and eight escorting chariots flying through the air is carved upon them. Accompanying them are 14 war dogs and 12 hawks.

If the PCs seem unable to open the doors, the dwarves will be very willing to help in return for gold now or a higher taxation later.

W108. This majestic hall has a great "war" table to the SE. Eight pillars support the vaulting ceiling, and a small throne rests atop a short incline to the NE. Behind the throne is a tattered



but stately curtain portraying a scene similar to that on the door you just entered. In the center of the room are the bones of a dead warrior grasping a torn bag of gold nuggets (25 gp).

Behind each pillar is a skeleton (hp 7, 7, 5, 4, 3, 3, 1, 1; Dmg 1d6 short sword); which has been instructed to attack when beings move to the center of the room or if it is discovered.

The throne chairs are made of hornwood from Veluna, weight 550 pounds each, are worth 300 gp each, and have short handles at their base. They are not attached to the floor and are movable. The incline leading to them is a ramp so the War Wagon can roll down it. The concealed door operates by pushing, but is currently wedged shut from within (bend bars required).

The stairway leading up is nearly impassable due to debris and ruin.

W109. There are two large mounds of moldy straw in this stable. A mangled pile of bones lie covered in the straw around a bar of gold (75 gp).

Both straw piles are infested with 12 rot grub. The bones are really seven skeletons (hp 5, 4, 2, 2, 1, 1, 1) laying in as mangled a fashion as they can. They will rise and attack as soon as they are disturbed, if the party is distracted by rot grub, if the stables are opened, or if the gold is touched. About halfway through the battle those at W110 will enter the room (see W110).

The two barrels near W108 are full of a murky liquid (unholy water) and at the bottom a glint of gold can be seen (30 gp in coins).

W110. The shelves of this room are barren save for a lone metal box in the far E corner.

The seven skeletons (hp 7, 7, 7, 4, 3, 3, 1; Dmg 1d6 spear or short sword) here will attack if the door is opened. If combat occurs in W109 (and the party is doing well), these skeletons will exit the room by the SW door, attempt to cross to W111 where they will mount the skeletal horses and attack with their spears (if they haven't used them).

The metal box is locked and fires two poisoned darts when opened (THAC0 18; Dmg 1d2; SA poison—Class P, onset 1d3 hours, Str debilitative for 1d12 hours). The darts are golden (20 gp each).

W111. DM's Note. Each room contains two stalls with skeletal war horses inside (hp 17 each). A built-in grain bin is located to the inside left of each door.

The horses will attack any non-skeleton that opens their doors. The grain bins all have locks on them which are rusted beyond use (one good blow will break one). There is only foul, rotten grain inside.

W112. A rotting stench turns your stomach, yet the room looks tidy, with tables, chairs, and a fireplace.

It was once the horse trainer/lackey room. Now seven zombies (hp 15, 14, 12, 10, 8, 6, 6), each infested with one rot grub, stand in waiting within the small bed chambers. When a chamber is entered, its single occupant will attack while those to the side will push past the curtained dividers to aid their fellow. A hit may draw a rot grub.

The bed chambers each contain a small cot and are separated on the inside by curtains. Over the mantel of the fireplace is a gold knife (50 gp).

W113. The floor is raised where a small bed stands.

This room houses four skeletons (hp 8, 5, 4, 3) and four zombies (hp 12, 11, 8, 8). None know of the secret door. A strange translucent blue key is held to the underside of the bed by a wire; it unlocks the secret door to W114.

W114. The famed three axle War Wagon occupies most of this room. Its accompaniment of eight chariots rest beside it as if still defending their wagon. Two work benches littered with various tools set in the S and W corners. An alcove to the NW holds a forge and bellows.

A phantom teamster and eight skeletons (hp 8, 7, 5, 4, 4, 4, 2, 2) guard the place. The phantom will appear as a teamster, wildly driving the wagon in a state of panic and dread, and constantly looking over his shoulders. Suddenly he will stand and whirl around appearing to shriek out in terror. The teamster will then transform into the image of a swordwraith which will boldly retake the reigns and drive on. The skeletons will attack anything that does not flea in terror.

The wagon and chariots are made of bronzewood trimmed in hornwood and adamantite. They are ornately carved, yet very functional. Atop the wagon is a short siege platform which boasts two ballista of the highest quality. A crate of 30 stocky spears rests to the back for easy access. The wagon is designed such that the teamsters would have a mesh shield of interlocking adamantite tines before them. Each chariot would be worth 5,000 gp and the wagon worth 25,000 gp to a collector.

Somewhere in the ruined upper stories (unsafe for the living) is an unprecedented host of 18 swordwraiths (hp 48 each!). These wraiths are 18 of the 20 warriors who once manned the War Wagon and its chariots. The other two have been destroyed in past raids. They are constantly watching for any who dare alter, damage, or take anything from the War Wagon and chariots or the two throne chairs. If this occurs, they will wait for nightfall, man the remaining War machines, and ride! They will meticulously hunt down and kill all offenders and retrieve all items. These swordwraiths are so powerful that they can even control lesser undead (skeletons or zombies of 7HD or less). Thus they use the skeletal horses from W111, the skeletal animals from W119, and as many regular skeletons as they deem necessary to add to their undead army! The clerics of the underworld keep animating the horses and animals so long as the swordwraiths return from their raids with some form of food for them.

The swordwraiths still know the secret magical workings of the wagon and chariots which allow those who pull them and guard them (now all skeletal forms) to run into the very air as if it were ground. The chariots offer their occupants +2 on AC and the wagon gives +3 AC. The ballista (THAC0 15; #AT 1/2; Dmg 10d10) are of fine workmanship.

W115. This old kitchen is in a terrible state. Things are tossed on the floor and tables, knives are stuck into the wood, and things are a mess.

This is mainly due to the poltergeists at W116 who will come here when the room is entered.

Objects lying around include knives, wooden spoons, pans, pots, a few rocks, a golden item that has been smashed beyond identification (45 gp), miscellaneous kitchen items, and a *scimitar +2* lying in the S corner.

W116. This room is in disarray with sheets, pillows, feathers, and broken chairs laying around as if a whirlwind had hit them.

Three poltergeist (hp 4, 4, 3; the original cooks) reside in this room. As soon as W115 is entered, they will go there and start throwing things.

The closet is stuck shut and two large scorpions (hp 11, 10) have found a way into it.

W117. This old pantry is empty of all but a single flask.

The flask contains poisoned wine (Onset 1d4 hours, Str 15/6).

W118. DM's Note. (locked) The old gladiators (now swordwraiths—see W114) won't let the clerics animate dead in these rooms. The bed in each room is neatly made, though the blankets are a bit tattered. No wandering monsters or undead ever enter these rooms. However, these old gladiators make it a midnight routine to check their old rooms for any form of intruder. If the party is found here, they will likely never leave! If the wraiths find themselves outmatched, they will retreat to the upper levels where only they know where to safely walk. They will then wait until the party leaves the tower when they will hunt them down with the war wagon and methodically kill every last one.

W119. Cages line both walls. Larger cages filled with skeletal dogs line the left while smaller ones with skeletal hawks line the right.

Any who enter this area had best immediately leave. All the cages are closed, but unlocked. The larger cages each hold two skeletal war dogs (hp 13, 13, 12, 12, 11, 10(x3), 9(x3), 7, 5, 4). In each cage bird cage is one zombie hawk (hp 13, 11(x3), 10, 9(x4), 8, 7, 4; SA see hawk and zombie). All occupants will burst open their cages and attack as soon as the door to the room is opened. They will pursue as far as possible.

W120. A large hall supported by two pillars extends before you. Several tables are nestled near two huge unlit fireplaces. A band of cloaked figures sit at the tables. They are all leaning forward and staring at a golden object upon each table.

They are actually skeletons (hp 8(x3),7, 7,5,5,4,4,1(x4); Dmg 1d6 short swords) waiting for intruders to attempt to sneak up on them so they can attack at close quarters.

The golden objects are a bracelet (25 gp), small chalice (35 gp), and a belt buckle (10 gp). If the party is strong, those at W121 will issue forth when battle begins.

W121. A rotting smell emanates from the door before you. This room is filled with a nice wooden bed frame with tattered blankets upon it, accompanied by a low bench and dresser.

A single zombie (hp 16, 16, 15, 14, 13(x3), 10, 10, 8, 8, 7) stands at the door of each room. They will all issue forth and attack at the first sign of combat in W120.

Tower of War, Dungeon Level 2 (W200)

This level was originally designed for removal of horse manure from W111. The manure was collected at W219 and then the miners at W214 would push it out of the pinnacle, via W217, to the valley floor below. Of course having a large tunnel into the basement of the war tower called for defensive measures. A garrison of archers was established at W212 who manned W218 and W215. The center of the level was occupied by the full-time cooking staff for the miners and archers. This level was being expanded to the NE by the miners, who also made a secret altar to the evil demigod Iuz at W220. The giant ant colony has always been here, but has grown since Zagig's days. Finally, the cavern areas near W207 are home to the upper reaches of the underworlders.

W201. In the corners are four small shelves. Each has a gold ingot resting on a square of red velvet.

The ingots are coated with contact poison (Class L, Onset 2d8min, Str 10/0). Behind the false door is a partially worked tunnel.

W202. A few bones and a dried up giant ant body lie in the corner.

W203. A small, ugly, round table surrounded by squat stools occupies the center of the room. Offal, sticks, and trash litter the corners. A few crude knucklebone dice lay on the table.

One of these three rooms should currently be filled with four troglodytes (hp 14, 13, 5, 3). They will fight with a berserk terror (+1 THAC0 and Dmg, -1 AC and saves) if encountered.

These old cook's quarters now serve three purposes for the underworlders. They are used as a place of punishment, as a proving ground of bravery, and as an object for dares. It is considered a deadly thing to spend a day in one of these rooms as adventurers who enter the tower sometimes enter these rooms and slay the occupants. The trogs can prove themselves by taking such a risk.

W204. Resting atop two small tables to either side of the entrance are four suits of makeshift armor which give off an awful stench. Sitting in a few of the chairs around two long dining tables are six skeletons. Finally, a gold candelabra (90 gp each) rests atop each dining table.

The skeletons (hp 8, 7, 7, 6, 4, 1) each have a long sword and two javelins. The suits of armor contain zombies (AC 4 makeshift armor; hp 10, 9, 7, 2).

W205. This old kitchen smells of rot and decay. The stench comes not from the barren tables, shelves, or stove, but from four zombies!

A son of Kyuss (hp 9) and 3 zombies (hp 9, 6, 4) guard this old kitchen. The underworld clerics have managed to control the son of Kyuss to help protect their secret entrance at W206.

W206. (locked and trapped) This old pantry has been picked clean of all but the shelves lining the walls and a crushed barrel.

The door has two spring loaded, trip wire released spears mounted on the inside (THAC0 10; Dmg 1d12 each; SA save vs. poison +3—Onset 1d6rds, Str death/0). The secret trap door is also locked (-15%).

The ant entrance is concealed beneath the lowest shelf and is covered with twigs and debris.

W207. The center of this chamber is supported by a study rock column. Rock debris has been piled along most of the southern wall. Several tunneling implements (shovels, picks, a cart) rest atop the debris.

The debris is what remains of the mining of this area. The concealed door to the SE is a large boulder that has been mounted on great iron hinges.

There is a 20% chance that 1d3 of the evil priests from W300 will be here animating dead.

W208. (locked) The floor is littered with the bones of many creatures as well as numerous corked bottles.

The bottles contain flesh from various beings floating in preservation fluid. One large bottle is filled with blood. These are the material components for *animate dead* which the underworld clerics use to populate W100 and W200.

W209. The far end of this room is filled with more debris especially at the far end. There are four wooden panels along the SW wall at 10' intervals.

The panels cover spy/murder holes into W212 and were originally used by the old archer guards there. The rubble covers a low sturdy table on which rests a locked chest. All of the chests seams are filled with a gummy wax. If it is pried open, its poisonous gas contents will be released (save vs. paralyzation or be paralyzed for 1d8 hours). Inside the chest are four liquid filled crystal bottles (one of which is broken). When they are uncorked the liquid turns to paralyzing vapor

as above. Each will affect an area 10′ in diameter.

W210. Swinging aside the huge stone will reveal a slope leading into a cavern. A gong and mallet stand to the NW. Across from them is a large chest. Suddenly five huge orcs step from an entrance to the SW.

The "orcs" are actually five orogs (hp 14, 13, 12, 9, 9; Dmg 1d8+1 long sword or 1d6+1 spear). If the gong is foolishly struck, those at W301 and W303 will be prepared for the encounter.

The chest has glue on the handle (roll open doors to free hand). Within are 350 gp in golden items: arrow heads, cups, bracers, etc. These are to replace adventurer lures (golden items) taken from W100 and W200.

W211. Giant Ant Complex

These tunnels were made by and are filled with giant ants. The individual caverns are as follows:

a) Queens Room: queen, 19 workers, 5 warriors
b) Nursery: 20 workers, 5 warriors, 50 larva and eggs
c) Honey Room: 15 workers, 3 warriors
d) Jewelry Room: 8 workers, 2 warriors
e) Food Rooms: 11 workers, 2 warriors
f) Guard Rooms: 9 workers, 4 warriors other caverns) 1d8 workers, 1d2 warriors passages) 1d4 workers, 1 warrior (if 3 or 4 workers)

There are four types of ants:

Queen: MV 0; HD 10; hp 70; #AT 0; S L;
Warriors: HD 3.
Workers: HD 2.
Larva and eggs: non-combatants.

PCs will have to crawl in these tunnels (1/4 MV), can't use Dex bonus on AC, must go single file, and will be at a general disadvantage during encounters (–1 THAC0 and Dmg). Full and field plate armor as well as bulky shields will make movement nearly impossible (1/10 MV).

The jewelry room contains many shiny objects: glass shards, bright pebbles and stones, 14 arrow heads, 12 sp, eight gems (10 gp azurite, 10 gp hematite, 10 gp turquoise, a 50 gp and 90 gp bloodstone, a 50 gp and 90 gp carnelian, 300 gp spinel), potions of *healing, heroism, longevity,* and *oil of etherealness*. The honey room also contains 350 gp worth of honey. Food rooms are filled with meat bits, seeds, and grass. The ants crawl out of W217 to the outside world (skeletons do not trap them) for food as well as occasional underworlder and adventurer snacks.

W212. (Locked) The rooms have broken and moss covered remains of beds, stools, and small tables in them.

This area is patrolled by two sons of Kyuss (hp 17, 9). The clerics from below somehow managed to confine these horrors to this area to protect from possible invasion through the thin wall from W209 to W212.

Under the moss on one of the tables is a flawed moss agate (7 gp). It has a strange curse upon it:

moss will slowly grow wherever it is kept.

W213. Broken swords, crushed armor, bones, and ruined equipment are packed into this room clear to the ceiling.

When adventurers are slain and taken down to W300 and beyond, all of their useless items are broken (so others can't use them) and stuffed into this room. It is a treasure trove of basic equipment parts. If all this is moved aside, a small crack will be revealed leading to W209. The wall is so thin that a few light blows will break through it.

W214. Against the SW are two old wheelbarrows, three old mining picks (one broken), two shovels, a manure fork, and an iron bar. A shovel with a golden blade sits among the rest.

As soon as the party reaches the far wall (or if any of the doors are opened), 12 zombies (hp 14, 14, 13, 11,10, 9, 9, 7, 6, 5, 4, 4) will issue from the old miners' barracks on the sides.

The old barracks are empty of all but the dividing curtains and a few clumps of manure.

W215. DM's Note. (locked) Ten skeletal archers (hp 8, 8, 7, 5, 4, 4, 2, 2, 1, 1) are stationed here to kill all beings trapped at W217. Their arrows are all gold tipped (2 gp each). Each has a quiver of 10 arrows.

Each skeleton also has one gold tipped spear spears (5 gp each).

W216. Besides a moldy table and some chairs, a bench and shelf remain here. Under the shelf is a keg.

The keg is filled with murky lantern oil (15 flasks worth). Hidden under the surface of the oil are another 100 gold tipped arrows. On the shelf rests another five gold tipped spears.

W217. Both side walls here are undercut near the floor by drainage troughs. Two half raised portcullises stretch across the passage (5′ clearance).

When as much of the party as possible is between the portcullises, the skeletons at W218 will release the winches and they will fall. The skeletons at W215 will then shoot and kill all trapped members. The bars are old but magically strong (requires two successive bend bars rolls by one PC to bend or a net Str of 100 to lift). The only other way out is by the giant ant tunnel concealed in the drainage trough.

If the party escapes through the E portcullis, see W218.

W218. DM's Note. Nine long sword armed skeletons (hp 8(x4), 7, 4, 2, 1, 1) stand in wait in these two rooms. They will trap any group that wanders between the two portcullises at W217. If the trapped group escapes, they will ambush them from the rear once they are passed the secret door.

W219. A huge pile of manure with eight peaks fills the length of this manmade cavern. Daylight comes in through a 20′ passage to the W.

Amid the manure are 20 rot grub (hp 1 each)

and a small otyugh (HD 6; hp 34; THAC0 15) hides in the third mound.

In the fourth pile of dung is a small golden dog (120 gp). The concealed door to W220 is actually a slab of compressed and hardened manure. The nearest pile is composed not of manure, but of feces, hair, bones, dirt, and grime. Those of W300 dump their "trash" here.

W220 The tunnel leading to this room smells of offal and is filled with a black and green sludge. The curtain that covers the entrance was once white, but is now blood stained. The room itself is sludge filled and the walls have blood paintings of a grinning human skull upon them. An altarlike area stands to the left. Two five foot high incense pots full of burnt manure stand next to an ogre-sized statue of a fat man with demonic features, reddish skin, pointed ears, and long steely fingers grasping a great two handed sword. On the short sturdy table lies a wicked looking bone handled knife and a liquid filled wooden bowl. A makeshift arc of steel bars forms a cell to the NE.

The dais/altar is made of a cementlike substance of powdered bones and sludge. If both incense pots are lit, the statue will animate and attack any lawful good being in the room. The statue acts as an ogre (hp 33; Dmg 1d10 *two handed sword +3*). If killed all will return to stone, including the sword. The liquid in the bowl will age any who touch it 1d4 years (no save) and renders the limb useless for 1d4 rounds. The bone knife is a *dagger +1*.

This temple to Iuz (the statue is one of his forms) was secretly constructed and used by the miners/manurers who once worked on this level. With their aid, the underworlders were able to accurately construct the caverns at W209.

W221 The stench of this room is extreme. Your nose burns with the smell (ammonia). A raised kiva-like entrance with a ladder can be seen in the middle of the room. However, the rest of the room is a foot deep with liquid.

The liquid is urine and manure juices which will permanently scent anything that comes into prolonged contact with it. This smell will attract wandering monsters at double the usual rate.

W222 The kiva is surprisingly dry and has small wicker mats covering its floor. Several incense sticks are set into wall niches. A tinder box and several black candles lie on a black cloth on a low table.

If no one in the kiva lights an incense stick, the gases here will cause a severe nose bleed (lose 1 hp every round until completely out of W221).

The two candles are a rare unholy type which are worth 45 gp each.

W223 All of these corridors and rooms are at a stage of stone work in which the walls need only be smoothed. The construction stopped many years ago when Zagig disappeared.

This whole area is haunted by three slow shadows (hp 28, 23, 9). Even the underworlders avoid this area.

In the room at a, hidden under the lid to a crate, is 196 gp and 4 gems: a 10 gp banded agate, 10 gp malachite, 200 gp alexandrite, and 150 gp pearl.

Tower of War, Dungeon Level 3 (W300)

This is the first true level of the underworlders. There are three general ranks of underworlders throughout the rest of this tower: leader, guard, and slave. There are three gradations within each of these stations, from least to greatest these are: for slaves, troglodyte, duergar, and derro; for guards, ogrillion and orog, ogre and troll, two headed troll and giant troll; and for leader, half ogre, half orc, and ogre mage.

To add to the mystery, many of these monsters are easily confused with more common creatures. As per their descriptions, half ogres look like short ogres, ogrillion look like orcs 90% of the time and like ogres the other 10%, orogs look like large orcs, and half orcs look like orcs 90% of the time and as ugly versions of their other half (only human here) the remaining 10%. After adventuring through this dungeon, all surviving PCs should gain the ability to distinguish between all these races.

All slaves will have a brand or tatoo of a skull and scythe on them. Some of these brands will have been ruined and a new brand of a taloned hand will appear over them. These are the symbols of Nerull and Vaprak (see below).

Originally all the leaders of this underworld force worshiped Nerull. Reading about Nerull before running this dungeon is a good idea. For example, all of Nerull's clerics will carry small scythes and will have skulls hanging from their belts, necklaces, weapons, or resting on their headdress or shoulders. Vaprak, the ogre demigod, was very displeased when he discovered the ogre, troll, and related denizens' faith to Nerull. In retaliation, Vaprak caused the ruin on the middle levels of this dungeon and is currently engaged in a tug of war with Nerull, using the dungeon's denizens for a rope.

Both gods are now granting spells to any priest who worships them in an attempt to sway the denizens to their religion. Furthermore clerics faithful to Nerull have an additional 20% chance of spell failure while worshipers of Vaprak have an additional 30% chance.

The tension between the two religions is so strong that the very air of the dungeon will seem taut. This causes all PCs to make a wisdom check anytime anger or violence is a situational option, those failing must choose anger or violence.

From this level down, there will always be a large ten foot wide path leading upwards from the underworld. This was to be the life line of the underworld army once they surfaced on Oerth.

If the PCs are captured or killed, they will be taken to W316 or W322.

W301 Three orcs and an ogre are stationed here. Behind them in a raised room is the glint of gold.

These are actually four ogrillion (hp 26, 24, 18, 14) guarding the treasure beyond. If the gong from above sounds, these four will either run there or hide along the SW walls of W301 and W302 for ambush purposes.

W302 A large table with several parchments, quills, and an ink bottle upon it lies to the NE. A small chest sits to the W and all along the sides of the room lie numerous golden items ranging from a tall urn to earrings.

Inspection of the chest will reveal that it is dust covered. It is actually a trap. Any who open this latched but unlocked chest will release the 16 crawling claws (hp 3 each) kept within. There are 30 gold items total worth 1110 gp (the urn is worth 150 gp and is the most valuable item). The parchment is written in underdark and is a week's inventory of all golden items taken from or placed in this room (of the 300 gp taken out most will have been found by the PCs). There is also a column headed, "Gold lost to surviving surface dwellers". It is empty (unless the party has made recent forays into and out of W100 and W200 in which case it will refer to them).

W303 Dominating the center of this 20' high room is a statue of a horrid mottled brown and green humanoid (Vaprak). Four gold trimmed semicircular tables with two chairs each face the statue. Three sets of stairs to the NE lead upward, one to a set of double doors, and the others to a balcony that rings most of the room. Torches flare in wall scones along the balcony.

If the gong didn't sound and those at W301 were defeated quietly, there will be a small ogre (a half ogre) and five large orcs (orog) in the room. Otherwise these will all be hiding on the balconies. Either way two orcs (ogrillion) hide in the alcoves leading to W304.

There are five orog (hp 16, 14, 11, 7, 6; Dmg 1d8 battle axe or 1d6(x2) short bow) and two ogrillion (hp 17, 13). The half ogre is a P5 (Vaprak) (THAC0 18; hp 29; SA spells, 50% failure: 1st) *cause light wounds, command, invisibility to undead;* 2nd) *aid, hold person, obscurement;* 3rd) *animate dead.* It also carries a scroll of *cure serious wounds*). The balcony contains a grate over the entrance to this room which has four small sealed barrels next to it. The barrels contain troglodyte sweat which will cause anyone coated to save vs. poison or be so revolted as to lose 1d12 points of Str for 12 rounds. All others in the area must save or lose 1d6 points for 10 rounds. If the occupants were warned of the party's approach, several orog will be here ready to

coat the party (THAC0 15). These monsters have wax nose plugs to protect themselves.

A bag hanging at this half ogre's belt a contains a key to W305, 22 gp, and a 13 gp azurite. Each orog has 15 gp while the ogrillion have 2 gp each.

W304. This room is empty except for three doorways and a 10'x15' oval hole in the ceiling which opens into the center of a room above.

Currently four troglodyte slaves (hp 12, 12, 9, 3) are standing above on the ledge of the upper room. They are using wet strips of cloth to filter the smoke that gathers in this room. They will gladly leap down on any intruders they discover below. This gives them a -2 THAC0 adjustment and a +2 damage adjustment on each attack.

Brands of a skull and scythe have been marred by scars. A more recent brand of a taloned hand is found on these four.

W305. DM's Note. (locked) All who pass this door (besides leaders) are carefully examined by the guards at W306 so gold can not be easily stolen.

W306. An archway leads to a small room in which five large bored orcs are seated. They leap up with fiendish joy when they see you.

There are five orog (hp 20, 20, 14, 10, 9; Dmg 1d8+1 sword or 1d6+2 flail). Each has 35 gp and 1 pp. All have wax nose plugs in their pouches as well. The biggest one carries a key to W305.

W307. Old mats, and a few broken chairs, stools, and tables litter this room. A disgusting order hangs heavily in the air.

Eight troglodyte (hp 16, 15, 13, 12, 9, 8, 8, 6) lie, sit, or stand in this room (see W308). They will ally with the party if no hostility is shown; otherwise, their hunger will override. A sealed clay pot sits to the SW. It is a collection jar for troglodyte sweat and oil scent. In battle a troglodyte will throw it at the party (see W303).

The troglodytes are Vaprak branded. This is the slave room for working the winch lifts, carrying the gold, and for many other nasty chores.

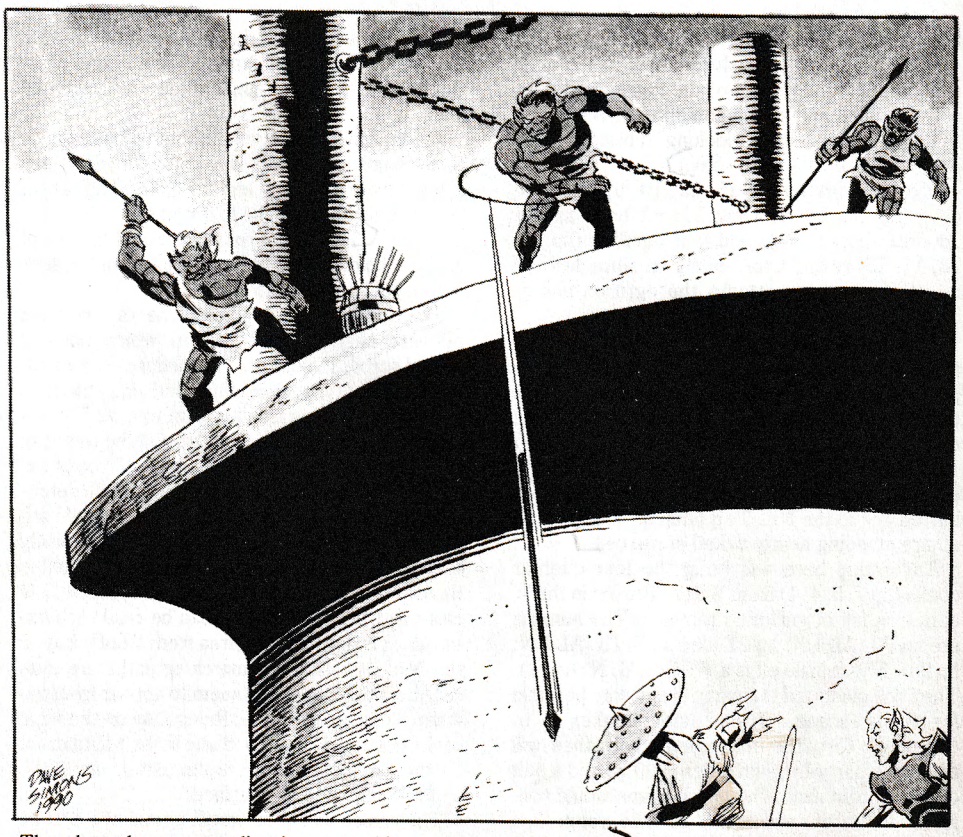
W308. Each of these rooms contains three cots. The floor is littered with wax—several wax candles are lying about.

Currently four duergar (hp 8, 6(x3)) are trying to rest here. If combat begins, the two near W309 will slip into their secret room while the other two will pick up make shift clubs of bone (Dmg 1d4), and fight only if they can't talk their way out.

After much begging the dwarves were allowed to build these rooms to help keep the troglodyte stench away. The wax on the floor is from used nose plugs.

W309. This room is carved such that three chairs of stone remain near the wall. A natural shelf to the SE holds several golden items: three golden headed hand axes, and three other non-mounted, golden axe heads.

This is a secret cache the dwarves managed to make without the guards or leaders noticing.



They have been smuggling items to this room. On the wall behind the shelf is written in dwarven, "The secret chamber of the six" and has been signed by five red marks and a signature "Gundo" (the only one who could write). The axes will do 1d6 damage for 3 hits, then 1d4 after that.

The axe heads are worth 40 gp each. Also on the shelf are four gold mugs (25 gp each), a gold spider (120 gp), and a pair of golden nose plugs (10 gp) which the dwarves wouldn't dare wear.

W310. DM's Note. The secret door operates by shoving on the bottom of the wall. It will then pivot up, hang for 1 round, and fall down with a great force (THAC0 10; Dmg 2d12).

W311. Arrows come firing at you from out of the wall ahead.

An orog (hp 10) sits with a bow and 20 arrows at a. The arrow slit can be sealed off with a metal plate from within. He will only come out if his life is in danger within this cube.

The chest is a decoy reward if anyone should happen to find this room. It is locked and contains 245 gp.

W312. On the landing near you (a) is a treasure trove of gold. There are golden spear heads, arrow heads, daggers, axe heads, candelabra, mugs, urns, pots, spoons, broaches, jewelry boxes, coins, etc., surrounding a golden statue of a dwarf. A musty smell mixes with a putrefying order. More gold items can be seen on a far landing.

Ten troglodytes (hp 14, 13, 9, 9, 8, 8, 7, 7, 5, 3) and two duergar (hp 4, 3) are carrying other items from the landing at b to a and attending the fungus bed at c. These will not hinder the party (thinking them leaders) if they behave as if they belong. Otherwise they will ally with the PCs if not threatened, even carrying gold for them. However, at their first chance, they will attack the PCs in an attempt to gain freedom and the gold for themselves.

The gold dwarf really is a dwarf that fell into the gold smelting operation on W900 and is worth 1,750 gp but weighs 400 pounds. All the other items are worth a total of 5,000 gp. The table and two water barrels are for an experimental fungus growing activity designed to supplement their food supply. This room was to be the warehouse of gold which would be used to fund the underworld army once it surfaced.

W313. This room is empty. However, golden marks mar the floor and walls.

The concealed door is a loose flagstone trap door.

W314. Four orcs are working a pair of winches here. Between them is a 15'x15' pit into which the winch lines disappear.

The ogrillion (hp 23, 19, 16, 16) are lifting a platform with 250 gp in gold items and two troglodytes (hp 14, 11) on it. This lift was only designed to raise gold, not troops. The shaft is

50′ deep. For winch information see W334.

W315. This is obviously the feast hall. A large spit occupies the center of the room and tables with benches and stools surround it. A wing to the SE holds a nicer looking table. A thick butcher block sets to the SW.

Five troglodytes (hp 15, 12, 10, 9, 5), three orog (hp 16, 10, 4; Dmg 1d4+1 hand axe or 1d6(x2) short bows), and four ogrillion (hp 23, 18, 17, 15) reside here, dining on some form of meat. If the party attacks the ogrillion and/or orogs, the troglodytes will aid the party.

The orogs each have gold nose rings worth 85 gp while each ogrillion caries a bag full of 5 gp in gold nuggets. The nicer table is for guards while the rest are for the slaves. The spit is full of coal embers.

W316. (locked) The floor is coated with layers of dried blood. A guillotine sets next to a barred cell to the NE. Two humans and a female elf are standing nearly naked in the cell.

Any sound here will bring the four duergar cooks (hp 7, 5, 4, 1) from W317. The bin in the W corner is full of guillotine remains. The humans are an F3 (AL LN; hp 21) and a F3/T3 (AL LN; hp 20). The female elf is a W(E)4 (AL N; hp 11). They will gladly aid the party in any way possible for their escape. If she safely makes it to Greyhawk City, the elf maiden's betrothed will thank the party by giving them 300 gp and a suit of elven chain mail. The two humans would prefer to find arms and armor to take vengeance upon those who were about to fill their stomachs with them. They will even be willing to serve as henchmen for only a quarter share each in treasure if they are outfitted with battle gear. Now that these underworlders have been cut of from their kinsmen below, they have been dining almost exclusively on captured adventurers.

W317. These quarters are cramped with four short cots. Laying around the floor are several butcher knives, a wet stone, a few iron pots, and a ladle.

Four duergar slaves (hp 7, 5, 4, 1; Dmg 1d4 butcher knife) are given this room for sleeping quarters. They serve as cooks for this area. They are always in a dour mood and will attack the party with butcher knives if encountered. One wears the keys to the cell and doors of W326 around a thong on his neck.

W318. (locked) This storage room contains several large cauldrons, two large spoons, a sack of salt, two barrels, and a lot of salted meat.

The barrels contain water.

W319. A worn bench winds all around the edge of this room. Various old bones and grime litters the corners.

The guards who are usually here are attending a meal in W330 beyond.

W320. An eight foot tall creature is chained about the neck to the NW wall of this side hall.

Two owlbear (hp 26, 23) are actually chained here, but the one to the SE will be hiding in order to surprise intruders (the PCs) who are overly interested in its counterpart. Their chains allow them to attack anything within the indicated lines.

A winch located between them will draw back their chains so safe passage can be made. They are extremely hungry and are trained to attack anything (except for the half ogres).

W321. This side room contains a set of shelves holding iron covered tomes and a desk with a gold quill and ink set.

The tomes are all blank. One of the desk drawers has a secret bottom which holds a sealed scroll. It is titled, "Procedure for recording number, type, condition, and equipment of underworld troops issuing from exit #2." It describes how to make daily entries in the tomes of all troops entering this room and of all troops exiting to the surface world. A second scroll details order descriptions which identify the role of various troops in the siege of Greyhawk City. Finally a third scroll is blank but laced with golden thread. It is written in *infra ink* and must be held close to a hot fire before it can be read by *infravision*. It is a map of the area from Woolly Bay to the Nyr Dyv. Tactical marching paths are indicated. Three thick lines seem to appear from nowhere: one at Greyhawk Ruins, one on the edge of the Gnarley Forest, and one in the Mistmarsh. Obviously, these three are the exit points of the underworlders to the surface.

The tomes would be worth a total of 2,500 gp to mages, sages, or librarians due to their durability. The scroll is nearly priceless to both the leaders of Greyhawk City and to the underworlders. This scroll contains information that could shake the foundations of Oerth.

W322. A vast cavern some 30′ high and nearly 100′ long is supported by six large pillars, two of which rest upon a railed central stage at the room's center. All along the edge of this room are either doors or curtains. Giant chains connect the pillars together 25′ off the ground.

Five orog (hp 17, 15, 13, 12, 6; Dmg 2d4+1 broad swords or 1d6+1 spear) and four ogrillion (hp 24, 22, 14, 13) stand guard atop the stage. Two barrels at either side of the pit hold twenty spears each. If the PCs are encountered, they will throw spears from the stage. The stage has a five foot undercut all round its edges and is 15′ high making it very difficult to get up on. The pit in the stage's center is 30′ deep.

Two rope ladders are attached to the pillars upon the stage and can be tossed down when someone needs up. The chains are actually for pillar stability. If more than two are cut, the room will collapse killing all who are within it unless they are beneath the stage hang over or in one of the side rooms. This room was designed to house the daily influx of underworld warriors before they made their debut on the surface. The side rooms were for leaders and guards, while the stage was for morale boosting speeches and spells as well as crowd control. The pit was to be used to restrain those who became unruly. Now the pit is used to hold captured adventurers. Currently a group of three dwarven F3s (AL NG; hp 39, 29, 28; constitutions 18, 18, 16) and a gnome W(I)3 (AL NG; hp 6) are being held here. All will be glad to join the party and adventure onward. The dwarves are brothers. The side rooms are currently empty and filled with offal (from the guards of W323 and W324).

W323. Two old but sturdy tables with several tree stumps around them sit in this room. The great number of fur sleeping mats and three large barrels suggest that this room is a barracks.

Four ogrillion (hp 27, 23, 18, 12) lay asleep on the fur mats. They each have 10 gp. The barrels contain water. Upon each table rests several sets of knuckle dice. This room is the barracks of the ogrillion guards.

W324. A sea of cots fills this room.

Two orog (hp 21, 21; Dmg 1d6+1 partisan) are sitting on their cots, discussing the taste of dwarf. Each carriers 20 gp and a 60 gp gold neck band. The room is littered with old or broken swords, flails, spears, various polearms, crossbows, axes, bows, and a battle axe. All are useless except a broad sword and two spears.

W325. A double archway lies ahead.

Four elite orog guards (AC 3 plate mail; HD 4; hp 27, 22, 15, 15; Dmg 1d8+1 scimitar or battle axe; SA poisoned blades class *, onset immediate, Str 1d12rnds paralytic) wait here. Two are stationed at each arch, one per side.

They carry no treasure.

W326. This must have once been a small evil chapel, but now it appears to be a sleeping chamber for four. A rust red skeletal statue has been ruined as if attacked by weapons.

The statue was of Nerull, built before the priests of this level converted to Vaprak. The elite orog guards sleep here. Beneath the ruined statue is a hollowed area in which the guards' personal treasure is kept: a vial of poison (see W325) with 20 blade coatings left, four 50 gp gold arm bands, and 17 pp.

W327. (locked -15%) This room is more lavishly decorated than elsewhere on this level. Two large comfortable looking beds rest beside two desks and chairs. A large black curtain covers the NE wall.

One of the beds contains a sleeping half ogre P5 (THAC0 18; hp 18; SA spells, failure 50%, spells 3 1st, 3 2nd, and 1 3rd). These two priests managed to convert this level from Nerull to Vaprak. The concealed alcove actually contains a statue of Vaprak which is gold coated (1,500 gp but weighs 1,250 pounds). Behind the statue is a crumpled up scroll on which is a comparison list between Nerull and Vaprak—Vaprak comes out way ahead. The desks each have quill and ink as well as several scroll sheets. The scrolls mostly describe proper ritual services to Vaprak, but there are a few notes such as, "Oogong has been

eating too much, Googtuth smells like troglodyte lately, etc."

W328. Three nice beds, a table, and chairs occupy this room.

W329. A pile of weapons, armor, backpacks, etc., fill the SW end of this room. A small shelf is tucked to the NW. On it are two small black bound booklets with gold runes on them.

A *wyvern watch* protects this room (a scare tactic against the other two priests should they intrude). The supplies are those of the prisoners from W316 and W322. The booklets are the evil teachings of Nerull and will burn any good aligned being who touches them for 1d4 times the victim's level. The books are worth 600 gp to the right beings.

W330. A small feast seems to be in progress. Four raised landings to the N, S, E, and W look out over the rest of the dining hall.

Three half ogre, P5s (THAC0 18; hp 37, 32, 14; SA spells, failure 65, 65, 55, #/Level 3, 3, 1), eight orog (hp 20, 18, 17, 15, 15, 12, 12, 10; Dmg 1d4+1 hand axe or 1d4 light crossbow), and nine ogrillion (hp 22, 22, 21, 20, 19, 16, 15, 15, 12) are all having a meal of "lost adventurer." The half ogres are all seated at the W landing while the others are strung out on the hall's floor. They are being served by three duergar (hp 6, 4, 3) who will run to W333 if battle begins.

The ogrillion each have 9 gp while the orogs have 20 gp in coins and a 60 gp arm band each. The 14 hp half ogre has a *phylactery of long years*. This leather box amulet has aided this ancient priest of evil in his elderly years.

W331. (locked) Four short bunk cots (like bunk beds) and a shelf full of kitchen utensils are the only items in this room.

The eight duergar cooks sleep here.

W332. This room smells like a slaughter house. Two barrels of water sit on a squat bench between the two doors. The shelves are covered with meat cuts and a few butcher knives.

W333. This kitchen is relatively orderly. A butcher block and two stoves occupy most of the space. Five dour looking dwarves are hustling about the kitchen, hallway, and the room next door.

Five duergar cooking slaves will take arms (hp 7, 6, 5, 2, 2; Dmg 1d4 butcher knives) only if they are threatened. Otherwise they will befriend the PC's, telling them of the slaves at W307 and asking that they free the dwarves there and at W312.

The shelf contains kitchen utensils. Below it is a bin full of coal.

W334. (locked and barred on W330 side) Before you are three winch lifts of various sizes. All three platforms are at this level.

Using the winches will magnify a PCs max press by 5. This must be able to support the weight placed on the lift. The lift platforms themselves weigh 50 pounds per 5'x5' section. The shafts are 35' deep. These lifts were for troop transport. The stairwell hasn't been maintained and is now covered in slippery moss. Traversing it requires a Dex check three times or slip and tumble downward, requiring those below to check again. The moss is so slippery that stopping is nearly impossible so the base damage of 2d12 is cut in half and then quartered if later checks are failed.

Tower of War, Dungeon Level 4 (W400)

W401. Three areas of the room have one, four, and five semicircular wooden domes mounted on the floor. Above each is a shaft. Minor rubble and debris from the ceiling litter the floor. To the S is a 15' passage leading SW.

W402. Three landings with stairs between run down this hallway. It looks like a great battle was fought here. Ten ogrillion and 12 orog corpses litter the floor. Two of the orog are in ruined plate armor. A set of massive stone doors rest in the NW wall; near them is a giant beam which has been splintered.

These were all killed by a horror which Vaprak released upon them (perhaps Vaprak himself). The beam was barring the doors to W403, but was not stout enough to hold back the horror beyond. Their faces are horror stricken and their bodies have been shredded by talons and teeth. Nothing was taken and 250 gp of golden items (arm bands, a dagger, etc.) and 120 gp in coins are lying about. The two orog in plate were elite orog guards which stood watch in the two alcoves.

W403. Scrapes and scorch marks mar all surfaces of this stairwell as if some clawed monster which treated stone as butter went berserk here. Further on a collapse has completely blocked the corridor.

W404. The corridor is completely blocked by a cave in. More claw marks can be seen melted into the wall.

It will take the PCs four hours to remove enough debris from this cave to crawl through.

W405. This chapel was once supported by six pillars, however, one has fallen over and the S corner of the room has collapsed.

If the pillar is examined, claw marks will be seen. The room was empty at the time and no bodies lie here. However, upon the rust colored stone altar of Nerull lie a toppled copper and malachite service set worth 500 gp.

W406. This dining hall is odd for there is a rust colored stone altar to the NE.

This altar was empowered by Nerull to cast *create food and water* spells twelve times a day. For some reason the horror did not destroy it. If there are hungry beings in the room when a cleric touches the altar, one of its twelve daily spells will go off.

W407. An emaciated owlbear lies chained and dying against the SW wall.

This owl bear once had 27 hp but now only has 2 due to starvation. It has lived a long time on the four human captives and two orog guards who were trapped here. If saved, it will follow the party and act as a guard to the PC who aided it most until it makes it to the surface or until it receives more than half of its hp in wounds during one battle. If the PC treats it exceptionally well, you may want to have it remain as a permanent ally.

W408. A large chunk of stone has broken lose from the ceiling and blocks most of this corridor.

A halfling or gnome could squeeze around the boulder. Otherwise it will have to be broken apart somehow as it is very tightly wedged into the hallway.

W409. A feeling of dread creeps over you as this place is entered. Even the bits of moss that have been seen have withered and died here.

The three evil priests which were trapped here are now wights (hp 27, 21, 20). Under one of the beds is a *mace +2*. Each room contains a gold spittoon (250 gp each) and a copper and malachite service set (120 gp each). The desk contains a final diary of the priest who died here. He tells of signs such as the altar at W406 creating spoiled food, spells failing, and an unexplainable uneasiness during rituals to Nerull. Later a few of the guards were found ripped asunder in the lower levels. Finally a great wraithlike monster that looked like the drawings of Vaprak came up from below and destroyed the level. The clerics fled to their rooms to get their unholy symbols, but the boulder blocked them in. They heard their guards being shredded beyond. The horror then fled toward the river to the NW and disappeared. The final entry tells of their evil prayers and research into eternal life.

W410. The hall is filled with a mound of collapsed rubble. It almost looks like you could crawl over this mound to the other side.

This is not true. However, settling of the rubble has opened up all but about five feet of the passage. This remaining blockage can be removed in an hour (only one PC can work on it at a time due to the restricted space).

W411. (locked) Upon opening this door you find a male dwarf impaled on spikes projecting from the inside of the door. Beyond is a steep incline with seams running across it at every foot. The door beyond is open.

This slide trap activated and killed the escaping dwarf. The dwarf still clutches a set of keys in his hand. These open all doors and cells at W412.

W412. Obviously a torture chamber, a great rack fills the center of the room and cells line most of the walls. Bipedal bones litter most of the floor. The huge frame of an ogrillion slumps against the far wall, a wicked looking knife thrust into his belly.

The bones are from the prisoners which this

ogrillion lived on. However, when he finally got to the dwarf, a struggle issued in which the ogrillion died on his own poisoned blade. As the dwarf made good his escape, the slide trap beyond finally brought him down.

The cells are open, but the rooms are all locked. Under one of the beds is a box of thumbscrews, irons, spikes, hooks, caltrops, and a bottle of injection poison which causes excruciating pain for 3d6 damage—it has seven doses left. The room to the E contains an elf-sized suit of chain mail (not elven chain), two sets of standard dungeoneering supplies, and two long swords (supplies from some of the prisoners).

W413. A stone wall has been erected to block this hall. The middle of the wall has been shoddily made.

This wall was originally made to keep the river monsters out of this area. It was later destroyed by the horror and then rebuilt by the torture master at W412. It can be dismantled in an hour of hard work.

W414. This rubble only covers the floor.

W415. Four troglodytes are carrying a gold end table toward a pile of gold coins and five wet barrels. In the center of the room is a winch lift. To the SE are five semicircular wooden domes mounted on the floor.

Four troglodytes (hp 8, 7, 6, 5) work here. They will defend themselves, but would prefer to escape. The shaft up to W300 has an illusion covering it so that it appears to be part of the roof. However, the five semicircular wooden "shock" absorbers for the winch lift above are not disguised (the dotted lines indicate the shaft's location and size) (See W431).

The barrels contain water and are being lifted to W300 as it is now the drink they can acquire. There are 350 gp in unmarked coins and the end table is worth 450 gp. The winch lift going down is spiked and wedged to guard against those from below.

W416. This room is nearly empty. All that remains in it are two golden candelabra which are being carried by two troglodytes.

Two troglodytes (hp 10, 8) work here. The floor is covered in gold scrapes. Each candelabra is worth 75 gp. This is the last of the treasure that this holding room once held. All has now been moved to W300 where it will be used to bait in more adventurers. The underworlders on these two levels are becoming more and more uptight as their supply of gold bait slowly dwindles.

W417. (can be barred and locked, but are currently just shut) Within this smelly room are numerous sleeping mats, some of which are occupied. Two clay pots rest to the E.

Ten troglodytes (hp 16, 15, 13, 11, 11, 8, 8, 7, 6, 6) live here. They are very light sleepers and will awaken unless the party sends in only thieves, elves, or halflings. They will most likely attack once startled. The clay pots contain troglodyte oil and sweat (see W303 for effects).

Under one of the mats is a gold service tray (45 gp).

W418. This dining hall appears to be empty at the moment. Chopping sounds and cooking odors are coming from the archway to the SE.

W419. Two duergar are starting preparations for the next meal.

They (hp 7, 8) will be willing to befriend the PCs. They will inform the party that a meeting is being held over dinner at W420. They desire to take as much food as they can carry and go to the secret slave hideout they know of on W500. The meal is adventurer, and the pantry beyond is filled with more such cuisine as well as two barrels of water.

W420. (locked) Three dark tapestries hang on the walls around eight tough looking bipeds.

A half ogre P5 (AC 3 *splint +1*, hp 31; THAC0 18; SA spells, % failure 35, spells/level 3, 3, 1), five orog (hp 17, 16, 13, 13, 12; Dmg 1d6+1 spear or short swords), and two ogrillion (hp 19, 16) wait here. The priest also has a *potion of fire resistance*. The ogrillion each wear 15 gp nose rings while the orog each have 4 gp ear rings. One tapestry shows a pyramid atop a giant spiral staircase. The area above the pyramid is marked out. The other pyramid portrays five priestly ogre mage. The final tapestry depicts a slave line filled with troglodytes, kuo-toa, drow and a mind flayer. They are each worth 125 gp.

W421. A hallway with four doors to the NE extends before you.

All four have beds in them. Two of these currently hold sleeping duergar (hp 7, 3). They are very tired and will not awaken easily.

W422. (locked doors) The doors at both ends of this hall remain locked at all times. This gives the priests enough time to open the secret door before anyone can unlock the doors and discover them.

W423. A coal fire burns in a fireplace to the N. Several guards leap up from chairs at the sound of the opening door.

Four ogrillion (hp 25, 16, 13, 13) and two orog (hp 16, 10; Dmg 1d6+1 spears) live here. The orog have arm bands worth 45 gp each, while the ogrillion have nose rings worth 12 gp. The closet contains empty casks which used to hold acholic beverages.

W424. Several folded up cots line the walls and a smoldering lump of coal rests in a fireplace to the N.

This is the guards' barracks. Two off duty elite orog (AC 3 plate mail; HD 4; hp 27, 13; Dmg 1d8+3 scimitar or 1d6+3 spear; SA poisoned blades class *, onset immediate, Str 1d12rnd paralytic) are sleeping in their private room between the two closets. The closet next to the fireplace is a coal bin. The other closet contains several flails, two long swords, three axes (one broken) and a spear. The elite orog each wear a

gold neck band laced with platinum (70 gp each).

W425. Three wedge shaped alcoves stand to the left along this hallway.

This murder room contains three peepholes looking in on W417. The sealed barrels in the adjoining room contain gas (save vs. paralyzation or be paralyzed for 1d8 hours).

W426. A blood stained bone altar sets to the W. A statue of a troll/ogre sets in the center of the room. Two dais with statues are placed to either side of a small empty alcove.

The statues are actually elite orog (AC 3 plate mail; HD 4; hp 24, 20; Dmg 1d8+3 scimitar or 1d6+3 spear; SA poisoned blades class *, onset immediate, Str 1d12rnd paralytic).

Each orog has a gold neck band laced with platinum (70 gp each). One orog carries a vial with 10 more doses of the poison that coats their blades. The statue hinges open (which requires an open doors roll) to reveals a ladder and passage below. The altar was once a bone altar to Nerull, but it has recently been died in the colors of Vaprak (blood-red). When the party approaches the altar, scraping sounds from beyond will be heard.

W427. Two nine foot tall monsters are chained by their wrists to the far walls. They have hooks where hands should be. The shelves that once existed in this room have been decimated.

These two hook horrors (hp 23, 19) were captured by the priests of this level to study, experiment on, and try to negotiate with.

W428. By the religious symbols hanging on wall pegs, it is obvious that this room belongs to a priest. Steps lead up to a large bed set back into the far wall. A desk and chair sit off to the right.

The desk contains numerous scrolls filled with unimportant information. The closet is locked and contains several silk night gowns (25 gp) and a fur coat (badger fur 150 gp). There are also several bottles of perfume (25 gp total) and rubbing oils (10 gp). The bed has silk pillow cases and linen (100 gp).

W429. A simple bedroom with a vanity table sits before you. Asleep upon the bed is a beautiful human female.

This lady is the concubine of this level's priest. She is actually a T4 (AL N; AC 10; hp 8; THAC0 19; Cha 17) who deems herself too frail to escape the dungeon without aid. She will gladly join the party if they promise to take her to the surface. Otherwise, she will remain here, saying that she has been treated well. Her gown is silk (35 gp) as are the sheets of her bed (60 gp). The table contains a gold brush (15 gp) and a set of golden jewelry (120 gp).

If the party takes the priest's concubine while he lives, he will gather up all guards on this level and pursue the PCs for as long as is possible.

W430. This passage is nearly filled with damp barrels.

Half of these have water in them. The rest are empty.

W431. Just as the party is considering whether or not to use the winch lift to go down, a bulette will break through this wall. This poor creature is half crazed as it got lost following the stream underground.

If the PCs run, the bulette (hp 42) will not immediately follow.

W432. These caverns are covered in a light growth of lichens and moss. There are scrapes on the walls everywhere.

Thirty-three hook horrors (hp 30, 29(x3), 28, 27, 26(x2), 25(x5), 23(x3), 22, 20, 18(x4), 16, 15(x4), 14(x3), 12(x2), 11) live in these upper caves. They have been feeding on underworlders, fresh zombies and skeletons, moss, lichens, and the monsters the stream supplies. Their numbers used to be forty, but the bulette at W431 killed seven before they all decided to climb the walls to escape the mad animal. Their treasure is kept at a and consists of 220 sp, 12 gold neck bands (50 gp each), 8 gold nose rings (35 gp each), and two platinum laced gold neck bands (70 gp each). The entire tribe is in a frenzy because the hatchery at b was destroyed by the bulette.

W433. Before you is a cavern full of undead. Bones, limbs, and rotting corpses litter the floor to the NE.

Twelve skeletons (hp 7, 6, 5, 4, 3(x2), 2(x2), 1(x4)) and twelve zombies (hp 16, 15, 13, 11, 10, 8, 7(x3), 6, 5, 3) will only attack beings entering this room from the NE, ignoring others. These undead are made by the half ogre priest to fetch water and protect this chamber from the hook horrors. The bones and corpses are the result of past battles between these two.

W434. Something huge flies across the chamber and lands beyond sight.

Eleven 6′, 250 pound giant frogs (HD 3; hp 22, 20, 19, 16, 15(x3), 14, 9, 8, 6; THAC0 16; Dmg 2d4) were just exploring this chamber for food. The party qualifies as such.

W435. A black pudding (hp 34) is traveling on the ceiling here.

W436. A semi-swift river flows here. On the far side is a caved in area.

These waters are filled with eight giant pike (hp 25, 24, 23, 21, 19, 18, 16, 14). This is the source of water for W400 & W300. The cave-in was caused when the horror left this area. Large scrapes can be seen melted into the wall near the collapse, and it is too massive to dig through. However, the river does connect up to the river that flows into Z400.

Tower of War, Dungeon Level 5 (W500)

The map actually depicts two levels combined into one. The winch lift drops down a 50′ shaft to W516. Along that shaft is a secret complex of escaped duergar slaves which starts at W501. The slave level was not affected by the wrath of Vaprak, but the level below it was the second hardest hit area of the underworld.

Several passages on this level and the one below it are blocked by rubble just before they go off the page. All these blockages are supposed to be so tightly wedged and complete as to be impassable even if many hours was spent digging through them. However, at your option, you can allow the PCs easier access past the cave-ins and design the areas beyond as you see fit.

The duergar slowly and secretly constructed most of the secret level. They were lucky enough to have mined into a large natural cavern in which to hide their mining remains. The duergar here have plans to assault the upper levels and take control. Thus each duergar that is allowed into this secret society is trained as a fighter and must pass rigorous initiation rights.

It will take a careful bit of diplomacy, but it may be possible for the PCs to befriend this group of dwarves if they can prove their usefulness. However, the initial reactions of the dwarves will be hostile due to the party's discovery of their hideout. If there are ugly humans among them, they may be mistaken for half orcs in which case their is little hope for negotiations.

W501. You are only about halfway down the 50′ shaft when you pass a small natural cavern in the shaft's wall. An abandoned chest rests in the center of this cavern.

The chest is a trap and is filled with the same gas (save vs. paralyzation or be paralyzed for 1d8 hours) as the guards use on unruly slaves. When this trap is sprung, the duergar at W505 decides if the group is weak enough to be safely ambushed.

If the rubble that fills the end of this cavern is inspected, pick marks and other signs which indicate that it was mined will be found.

W502. (doubly locked) This little chamber contains a small pile of golden items including two 25 gp daggers, 112 gp in unmarked coins, a 50 gp unicorn statuette, and four 5 gp broaches.

This is purely a decoy treasure lode to throw thieves off the true treasure at W503.

W503. Two spider mounted dwarves approach menacingly.

Two duergar F5s (hp 45, 19; THAC0 16; Dmg 1d6 mining picks; SA poisoned blades class *, onset immediate, Str 1d12rnd paralytic) are mounted on two steeders (hp 22, 20). One will attack from the ceiling while the other stays on the ground. If the party looks formidable or the duergar are losing, they will blow their horns and those at W504 will come to their aid.

Each has a 45 gp gold horn, a 100 gp gold and leather steeder saddle, and a 30 gp gold leg band. Beyond is the golden treasure that this tribe of dwarves has been amassing: a 350 gp dais, two 75 gp parrots, a 125 gp candelabra, two 175 gp foot stools, a chest of 453 gp in unmarked coins,

and 14 25 gp ingots. However, the real treasure of the duergar is the nest of 8 steeder eggs which is carefully set at the back of the chamber. The first two eggs which produced the steeders in this room were smuggled into this area quite some time ago.

W504. This large cavern is supported by two columns shaped to resemble an orog and an ogrillion under great strain.

Here resides a band of 15 duergar fighters: one F5 (hp 30; THAC0 16), nine F4s (hp 43, 32, 28, 27, 26, 21, 19, 17, 11; THAC0 17), three F3s (hp 20, 19, 18; THAC0 18), and two F2s (hp 15, 14; THAC0 19). All are using mining picks as weapons (damage 1d6).

Both of the columns have chips in them where they have been hit by picks. Each dwarf wears a leg band of gold (30 gp each).

W505. A stool rests near the back of this dead end passage.

Normally a duergar F5 (hp 34; Dmg 1d6 mining pick) keeps watch on W501 from here, but when the party enters W504, he will leave this post.

W506. This small dining room is lit by an elaborate gold chandelier (450 gp).

Four duergar F3s (hp 24, 21, 14, 12; THAC0 17; Dmg 1d6 mining picks) live and work here. They are on guard and will call out to those at W504 if they are in danger. Each has a 30 gp leg band.

W507. You find a kitchen with the wonderful aroma of good food.

Three duergar F2s (hp 19, 18, 13; THAC0 19; Dmg 1d6 picks or 1d3 pans) are cooking here. The stove can also double as a forge, and an anvil rests on the far table. The food consists of mushrooms, edible fungus, strange roots, various spices, and some type of meat. These duergar had stockpiled a large food supply before the Vaprak catastrophe and are eating well. Two 25 gp pots and a 10 gp ladle are used among the other cooking items. The shelf near the door holds several pick heads in various stages of development. Under the shelf is a barrel of metal hunks and pieces. Scattered about the area are all the necessary tools to operate a small smithery. Next to the stove is a small bin of coal.

W508. This is a sparsely stocked pantry with a small supply of mushrooms, roots, and two barrels of water.

The concealed door in this false pantry can only be opened if the door to W507 is closed.

W509. This large pantry has shelves full of roots, mushrooms, fungus, jars of spice, three barrels, and lots of meat hanging from the ceiling.

The adjoining room has 12 more crates of food. The barrels are filled with more mead, ale, and tonic.

W510. (locked) This bedroom is simple yet comfortable looking with a bed, desk, chair, and a shelf.

Writing at the desk is a duergar P6/T6 (hp 28; THAC0 18; Dmg 1d4 + 1 warhammer; SA spells, spells/level 5, 5, 3). This duergar has a *potion of speed* in the desk drawer.

This dwarf thinks that Nerull sent forth the destruction of these levels and faithfully worships him. The writings at the desk are prayers to Nerull mixed in with tactical plans on how to best take over the upper two levels. The shelf contains a few games including knucklebones, a marble set, and a stick game. Next to them is a small unholy book of the teachings of Nerull (25 gp to the right buyer).

W511. This room has three long tables surrounded by stools, two fire places with glowing embers of coal in them, a bench of four large barrels, and shelves lined with golden mugs.

Six tough but inebriated duergar F3s (AC 6 due to alcohol; hp 32, 28, 28, 22, 19, 14; THAC0 20 due to alcohol; Dmg 1d6 picks) will rise to the fight. They will attack any non duergar.

Each has a 30 gp leg band. There are 45 gold mugs on the shelves worth 20 gp each. The barrels contain mead, ale, bear, and a strong tonic.

W512. This hallway obviously doubles as a pantry. Fourteen barrels and two long shelf sets line the walls. The shelves are about half full of food.

The barrels contain mead, beer, ale, and tonic.

W513. This small temple is equipped with four pews, a sacrificial table, and a bone altar. There is also a statue of a skeletal figure with dull rust-red skin, dark green ropelike hair, wearing a black cowl, and carrying a red-veined staff.

The table is blood stained and a bone handled knife rests in a holding tray on the table's side.

W514. Four prison cells line the walls of this circular room. Within them are two ogrillion and two orog.

Two ogrillion (hp 22, 19) and two orog (hp 12, 8) are nasty and hateful. They are constantly tormented and tortured by the duergar.

W515. A large pile of rubble fills the cavern to the SE. Along the other walls are many broken picks. A large crate of coal sets to the E. Two flat bed carts sit off to the side. Numerous bed rolls fill the center of the chamber.

The rubble is from mining out the rest of this complex. Behind the crate of coal is a concealed door. If the party examines the coal bin, they will notice that the coal is sloped downward toward the wall. This is because those beyond open the concealed door and get coal from the near side of the bin.

W516. This room is in ruins. Two winches remain, but water now falls down the shaft. The water is coming through cracks in the NE and NW walls. A small stream runs across the room and out a set of double doors to the SE.

If the secret door to the NE is opened, the water there will likely knock the PC opening it into the winch shaft (make a Str and Dex check or fall). Such a fall will cause 6d6 damage, and the

PC must then make another check on W600 or be washed into yet another shaft. The winch lines are still dangling into the shaft. Anyone attempting to climb on them will have to roll a bend bars or the force of the water will wash them off. However, if a PC was securely attached to one of these lines, he could then be winched up or down the shaft.

W517. This room is empty. Yet it must have once contained many golden items for the floor and walls are covered with gold marks and scrapes.

The duergar from above have already looted this treasure vault.

W518. This large cavern has been eroded by seepage from the streams that run overhead. Unless the water is let out of it, only those who can breath water or hold their breath can enter here. Even then there are several strong currents to contend with.

W519. The entire NE wall is seeping water which then collects and runs down the stairs to the NW.

The wall here is more mud than stone now, and any PC prodding it will cause it to collapse. If the door to W516 is closed, this will wash all in the area to W520 (heavy armored PCs may drown). If the door is open, then make everyone roll a Str check, those failing will either be washed to W520 or the shaft at W516 (take the closest).

W520. The water here is 11′ deep. Since the ceiling is only 10′ high, this means the entire passage is water filled between the two stairways. A crack in the W corner drains the water away.

W521. (swollen shut—requires double open doors roll) The water which completely fills this room is extremely cloudy with bits of debris floating around.

A swarm of 30 leeches (hp 10) has been devouring the bodies that were once chained here. Now these bodies and the wooden items of the room are all but disintegrated pulp floating in the water. Six manacle chains, a few branding irons, and the metal from a rack are all that remain of this torture chamber.

W522. A terrible smell fills the air. A giant bed and table take up most of the space in this room. There are cracks and small fissures running over most of the NE portion of this chamber culminating in a collapse to the E.

Under the mounded covers on the bed is the rotting corpse of the ogre which once served as torture master. All messing with the corpse must save vs. poison –3 or contract a respiratory disease from the dead ogre. Those failing will immediately start coughing and wheezing. This condition will worsen until they die after 10rds, unless A *cure disease* is used.

W523. The crevice runs under a collapse that blocks the passage. You can see that there is open space beyond. Suddenly you hear a distant woman's voice call from the SE, "Oh please help me, I'm trapped." It then falls silent.

W524. You see a beautiful solid gold statue of a naked woman before you. She holds a flower of silver in her hand as if offering it to you.

This statue feeds on the death of others. The illusion becomes more and more pure and innocent the longer the statue is unfed. It is actually a statue of Nerull's Avatar. As soon as any PC comes within striking distance, the statue will attack (AC 0; hp 60; THAC0 10; Dmg 2d20; MR 90%). As it attacks, the illusion will disappear and the rust-red skeletal form of Nerull's Avatar will replace it. Any PC killed by the statue will be forever dead (not even *wish* will alter this). The statue can't move except to attack. If killed, it will permanently revert to the form of the gold statue with a value of 10,000 gp and weighing 800 pounds.

W525. The length of this temple is sundered with a sheer crevice which ends in the middle of the altar. The balcony to the SE has crumbled and collapsed, and its pillars have toppled. Water now gushes into the crevice and a rumbling can be heard far below. A rust-red skeletal statue with green hair is wedged between the cave walls as if trying to keep from falling to its destruction.

Four tentamort (hp 22(10, 6), 21(13, 5), 15(13, 8), 13(13, 4)) are hanging out near the doors. During battle a grell (hp 21) will float up through the crevice.

If the area is examined, a spot midway along the crevice will be found where four large marks appear in each side of the crevice. These look exactly as if some mighty being with huge talons or tentacles literally ripped the floor apart. The statue of Nerull's avatar has several scrapes and cuts on it as if it had been attacked. Finally, this crevice offers the only other way down to W600. Those going this way will come out at W601. The altar and statue will both radiate magic, but the functioning of this magic has been destroyed.

W526. This area seems especially cold and forbidding. No moss, lichen, or even insects live here. All seems barren and deathly.

A spectre (hp 34) and 3 wraiths (hp 28, 24, 15) roam the area from this hallway to the collapsed concealed corridor to the NE.

These were once the four evil half orc clerics which served Nerull to the bitter end. They have paid the price.

W527. This room is nicely decorated with a wall tapestry depicting the rust-red figure you have seen. On the pillow is a black opal (60 gp).

These gems are just a few out of the collection which the clerics used to have. They have been handled so often and with such longing by the undead that they are now cursed and will cause anyone who grasps it to feel briefly weak. The stone will then cause a gradual loss of energy levels (simply subtract all experience the PC should gain while in possession of the gem).

W528. As you enter this room, the fireplace sputters weakly to life. On the mantel piece is a golden statue battle scene depicting a horde of miniature trolls and ogres destroying a small castle (900 gp value).

W529. The fireplace in this room bursts to flame with much more fortitude than the fireplace you just left. This kitchen is nicely decorated and looks as if it once fed the leaders of the underworld. Laid out on the table in a fold of black velvet are eleven gem stones: a 700 gp spinel, a huge 100 gp rhodochrosite, a very small 20 gp spinel, a small 65 gp jet, a very small 2,000 gp oriental emerald, a very small 20 gp alexandrite, a very small 50 gp star ruby, a very small 60 gp black opal, a very large 20 gp hematite, a huge 2,000 gp alexandrite, and a large 300 gp amber. These gemstones were once the prize of the half orc. Once they are carried for a day, they transfer their gp value to the holder in the form of experience points. However, when the gems and carrier are separated, they subtract twice that many points. Over the fire place are six corked bottles. Four of the bottles hold rancid honey mead, while the other two are a *potion of sweet water* and a *potion of gaseous form.*

W530. Four squat kegs rest on a bench in this pantry. The side area to the SE is lined with shelves of rotting roots, dried fungus, and shriveled mushrooms.

The kegs are each about half full of wine, beer, and ale.

W531. Within this room is a corpse of a strange looking dwarf, obviously not a duergar. His face is humanlike, but twisted with horror.

This is a dead derro cook.

W532. (barred) A large metal bound stone double doorway blocks the passage.

It is barred by a heavy beam on the NE side. Only tremendous force or magic can get past it from the SW.

W533. This room looks like a tavern after a good brawl. The stools are broken, the tables are overturned, and there is food and grime on the floors. A handful of trolls are enjoying a combination of eating and fighting. Two orderly tables with large chairs rest upon a landing to the S. Here sit three very large trolls. Stranger still are the two living troll heads upon a shelf to the N. Another complete troll keeps prodding them with a stick. One of the heads spits at its antagonist.

Eight trolls (hp 39, 36, 36, 35, 34, 32, 31, 30) are on the lower floor. Two she leaders (HD 8; hp 39, 33; Dmg 1d6+4/1d6+4/1d10+4; ML 15) sit at one of the upper tables. With them is the female shaman/chief (HD 8+6; hp 47; THAC0 11; Dmg 1d8+4/1d8+4/1d12+4; SA spells, failure 55, spells/level 3, 3, 2, 1; ML 16).

The two heads are from losers of past troll brawls. They have been placed where all can taunt them until they regenerate their bodies. They are in very nasty spirits.

W534. This kitchen is trashed and appears to

be used more for a garbage room. Old mushrooms and roots are squashed into the grime.

The pantry to the NW still contains some meat and a few spices. Other foods are tossed carelessly onto the floor. Three of the five barrels in the NE storage room are still full of wine, beer, and ale.

W535. This room contains a six foot diameter pit, several bones, rubble, and rocks. It has a slight pungent smell.

These are the dens of the four female troll leaders, two of which happen to be home (HD 8; hp 34, 31; Dmg 1d6+4/1d6+4/1d10+4; ML 15). Each has a collection of 250 gp in gems as well as 300 gp in various gold items: combs, axe heads, statuettes, mugs, etc.

W536. Strangely, this room contains a bed and a shelf upon which are a pouch and a beautiful 500 gp candelabra.

This is the den of the female shaman/chief at W533. The pouch contains a 1,500 gp fire opal.

W537. A crude altar of bones with a similarly crude statue of some ogre/troll creature is guarded by four trolls.

Four trolls (hp 32, 30, 29, 22) guard the statue. The statue is of Vaprak.

W538. The rack which once rested in this prison/torture chamber is now in ruin. Other torture instruments are bent, broken, and tossed around the room. In the near cells are three duergar and two other strange dwarves. In one of the back cells are two strange fish men.

Three duergar F2s (hp 18, 15; THAC0 19; Dmg 1d3 fists), two derro (hp 8, 4), and two kuo-toa (hp 12, 6) are here, the latter in the far cage. They will flee the area if allowed (attacking PCs if they get in the way).

These are the stockpile of possible slaves or meals which the trolls have amassed. One of the two rooms separating the cages now contains the armor, weapons, and two 30 gp leg bands of the duergar as well as a refuse pile. The other has a pile of old bones in it.

W539. This room has a most disgusting smell. A large pile of refuse fills the room to a height of three feet.

The trolls use these rooms as waste areas.

W540. The rock floor of this room has been dug up in many places forming three to five foot semicircular pits. Seven of these seem to be filled with green or gray bodies. Numerous rocks lay around these pits.

These seven trolls (hp 38, 38, 37, 34, 33, 29, 29) are preparing for sleep. In combat, they will throw the rocks first.

In the grime of four of these hovels are six gems: a 100 gp and 500 gp pearl, a 1,000 gp peridot, a 60 gp coral and 400 gp spinel, and a 1,000 gp star sapphire. The room is generally filthy and smelly.

Tower of War, Dungeon Level 6 (W600)

Although this level wasn't visited by the horror, tremendous shock waves were sent through it which caused structural damage. All walls, floors, and ceilings here are cracked and unstable. Any large force such as *lightning bolt* will certainly cause a major collapse inflicting 1d100 damage to all in the area. Smaller force such as forcing open a door or a body collapsing against a wall has a 50% chance of causing a minor collapse inflicting 2d20 damage to those within 10′ of the area. Even prodding a wall or shooting arrows at the wall induces a 10% chance of a mini collapse inflicting 1d10 damage to all within 5′. Careful attempts to clear rubble can cause an escalating collapse (start with a mini collapse and if this occurs roll for minor collapse and if this occurs there is a 50% chance for a major collapse).

Vaprak filled this level with the strangest, most mutated types of monsters he could. There used to be three times the current number, but they have been eating each other out of existence.

W601. Water leaks through several cracks high on the NW wall making a mini waterfall. It then combines with an underground stream running from the E, washing out of the room to the SE. Several large stones and two fallen columns lie in ruin.

Just as the first character sets foot into this cavern, a roper (HD 10; hp 50; THAC0 11) and a behir (hp 47) meet each other here and do battle. The survivor will attack the party only if it has a chance of winning. After the battle, the four cave fishers (hp 19, 13, 13, 12) high on the walls will also attack.

The roper has a 100 gp amber, and a 450 gp peridot in its stomach. There are ledges on the sides of the streams which can be walked on (make a Dex check to avoid slipping). The streams themselves require a Str check to avoid tumbling 25′ taking 1d8 damage until you can check again.

W602. The passage dead ends in a small chamber.

A grell (hp 24) floats on the air currents created from the stream.

W603. This room has a small collapse near the top of the natural stairwell.

If either the secret or concealed door are opened, rubble will spill into the room—the way is blocked. However, both of these can be dug through (20 minutes to get past the concealed door, three hours for the secret door).

W604. A stairway exits the hall to the NE. Next to it is a door.

Inside the door is another set of stairs which look much cleaner and safer than the outer stairway. However, it is an illusion after the first three steps. Those taking a fourth step will plummet 50′, taking 5d6 damage, into the pit below. Just as the character falls, a puff of smoke will issue behind him, masking the fact that he fell.

W605. DM's Note. It will take three hours to remove this rubble.

W606. Two mounds of rubble lie beneath gaps in the ceiling. A hideously mutated statue stands atop a dais in a triangular alcove to the SE. By the looks of the once grand sofa and table set in this room, important beings must have used it.

The statue was once of Nerull, but was transformed to look like Vaprak. It is slowly retransforming back into Nerull. At this moment it has aspects of both. If it is touched, the PC will see the statue as one of the two gods' avatar. The avatar will speak, "Take me as your deity or die! What is your choice?" If the PC declines, he will fall over dead and begin to rot. If he accepts, he will instantly attain all the powers of a first level cleric (in addition to his current powers, clerics will simply gain a level) and will slowly begin an alignment change to that of the god (Nerull is NE, Vaprak is CE). If the character wishes to give up his current class, he can become a cleric. The character's old deity will not likely intervene or even punish the character as none wish to become entangled in the strife between Nerull and Vaprak.

The two gods are using this statue as a visual representation of their current sway with these underworlders.

W607. This temple of evil now lies in ruins. Four of the six columns supporting the balconies have fallen, leaving one balcony all but destroyed. Two large ceiling slabs lie on the floor amidst piles of rubble. The altar still remains intact.

An invisible stalker (hp 45) has been placed on this level by Vaprak to kill any non-monsters which come here. It is currently on the remaining balcony. It will make noises to attract the PCs up on the balcony, it will then fly down and use its vortex attack to collapse the remaining two pillars. All on the balcony must Dex check –5 or fall in the collapse taking 4d6 damage. Those saving remain on what is left of the balcony. This could cause a minor cave in.

On the altar rests two half orc clerics who poured their evil prayers toward Nerull to save them. Nerull answered by locking their spirits into the altar itself. Once a PC touches the altar, he becomes subject to the spell capabilities of the 6th level clerics' spirits (SA spells, failure 25%, spells/level 5, 5, 2). There is no defense except casting *dispel magic, remove curse, dispel evil, raise dead, forbiddance, resurrection,* or similar wizard spells. The altar itself is nearly indestructible (treat as an artifact/relic) while the two spirits are fused within it.

W608. Several collapsed areas and two slabs of ceiling congest this room. An eight foot tall

snaillike creature turns to face you.

A flail snail (HD 1(x6); hp 7(x6); THAC0 15 reduces with loss of flails; #AT 6 to start with) will consider any creature as a possible enemy.

W609. This onetime dining hall is completely ruined. Rubble piles cover the area, tables and chairs are overturned, and slabs of the ceiling lay on the floor.

The central slab is actually a mimic (HD 8; hp 31). It will likely consider the party a formidable opponent and attempt to attack only if they are weakened or in battle, possibly when they return from W610.

W610. Upon entering this room you smell an odor not unlike blooming mustard plants. The rest of this old storage room is in ruin. A collapse has knocked several barrels off a bench. The barrels are broken and empty. There isn't a single scrap of food to be found.

A mustard jelly (hp 45) is currently in the W corner of the room, enveloping the shelves there for the last bit of food.

W611. It appears that the dungeon dampness got to these doors as they have rusted off their hinges. The room beyond has completely collapsed except for a pocket in the center.

Two rust monsters (hp 31, 17; are browsing about in the rubble.

W612. Many runes are scribed all around this room. Numerous religious articles hang from pegs on the wall. At the far end of the room is a wooden case some four feet long that has been mounted on the wall. However, your attention is drawn to the horned apelike creature that squats defensively in the center of the room. Instantly all the runes begin to glow a deep blue.

This is a lesser guardian daemon (hp 42; SD standard + immunity to hurled weapons). The runes and religious items once protected the room from all spells below 7th level. However, the collapse has weakened the effect so that only 1st and 2nd level spells fail.

The case is filled with a golden scepter (1,000 gp) resting on rust-red velvet. However the real treasure is in its secret bottom—a *rod of resurrection* with 41 charges.

W613. A large slab of stone from the ceiling lays upon a crushed black puma. A door to the NE is open to a corridor blocked by rubble.

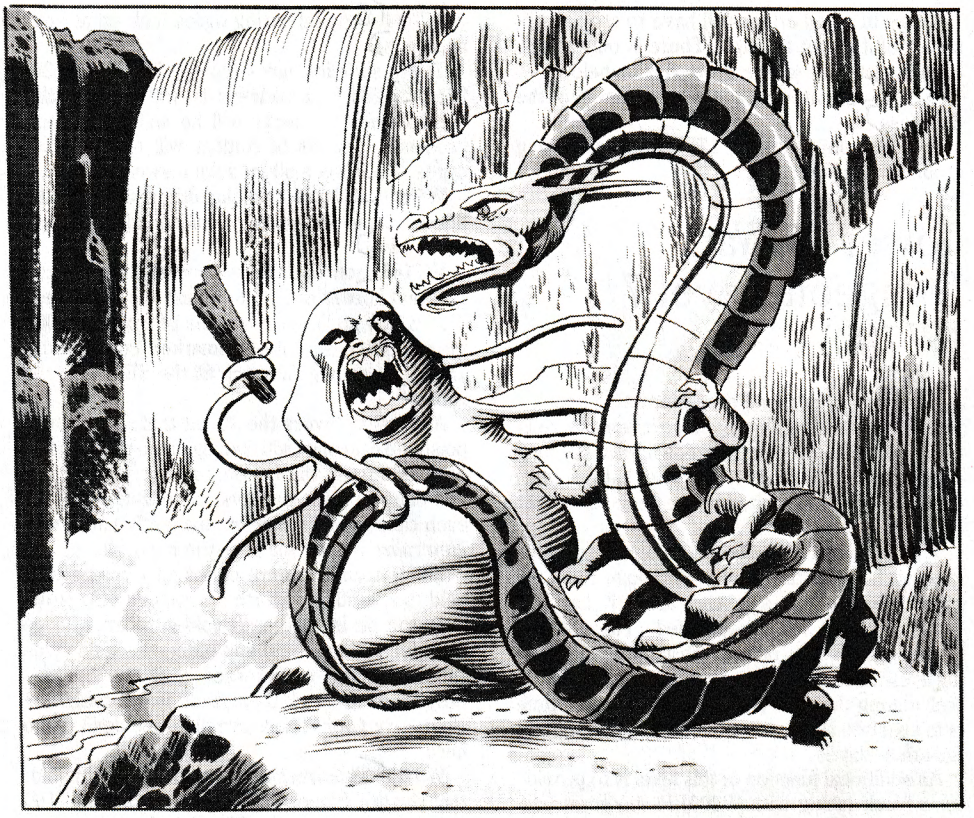
Upon closer inspection it will be found that this dead animal was a displacer beast.

W614. Two heaps of rotting vegetation lie next to the water line on these stairs. Large rocks are scattered about.

Two shambling mounds (hp 38, 27) lie in wait for any food that happens by.

W615. (All doors very stuck—roll twice to open) Water fills the passage here. Even here walls and ceilings have collapsed into ruin.

If the PCs are observant, they can determine that the water is draining out the double doors to the NW. If these doors are forced, the water will suddenly gush out. PCs will be sucked onto the rubble blockage and held their until the area drains (taking two rounds). In addition to taking 3d6 damage, all must make a Con check or drown.



W616. The stairs here are covered with a green tinted frothy water way.

If the party comes this way, they must make a Str check each ten feet of the 50 foot descent or be washed to the bottom due to the moss on the stairs and the water rushing over it. This will cause 1d8 damage per ten feet of descent. The stairs are completely blocked.

W617. Water entering this room pools up and seems to seep through the wall to the SE. A decomposing ogre and harpy body linger in the pool. The ogre has a gold arm band on (50 gp).

The pool is occupied by three water weird (hp 20, 18, 15).

W618. A large fountain rests at the end of this hall. It appears that another passage used to continue on to the SW, but is now collapsed.

The fountain is a killer mimic (HD 9; hp 37).

W619. Water enters this room from two sources. A great waterfall gushes through the shaft in the ceiling and a large stream runs in from the doorway to the N. Both water courses are plummeting down what was once a winch lift shaft. Some thirty feet below, the water crashes onto a pile of rubble that fills the shaft to this height. The body of a dragonne lies crushed to death on that rubble.

Anyone in the area where the water falls through the ceiling must make a Str check or tumble into the next shaft. The edge of this pit is unstable and anyone approaching it has a 10% chance of it breaking off. Those falling into the pit will take 5d6 damage.

W620. The way past the secret door is blocked by a collapsed roof.

It would only take 30 minutes to push through this collapse. The room is filled with gold statues: two 1,000 gp dwarves, three 2,000 gp elves, and a 3,000 gp human. Under the rubble in the room is another 3,000 gp human statue and a locked chest. Opening it will cause five darts to fire (THAC0 13; Dmg 1d3; SA poison class F, Onset immediate, Str Death/0). The chest contains 2,000 gp in small diamonds and a six dose poison potion (Class J, Onset 1d4min, Str Death/20).

W621. The tunneling ends here in a cavern filled with a near barricade of rubble and broken wooden items: chairs, tables, doors, dressers, etc.

Two umber hulk (hp 51, 32) have made this their home here. Hidden under a large slab of stone is a cache of 8,000 gp of golden items: a chair, two miniature elephant statues, 12 arm/leg bands, and a golden spear and cane.

W622. Three barrels seem to have escaped the destructive force that came through this area.

One has water, the others beer.

W623. This narrow crevice looks like it would barely accommodate a man-sized being.

Those in metal armor will have to strip themselves of it to get through. There is only a 50% chance that they will be spotted from below.

W624. A natural cavern extends into the darkness.

Two phycomid (hp 19, 17) have been oozing around this cavern.

Tower of War, Dungeon Level 7 (W700)

Nerull finally stopped the destruction that Vaprak was causing at this level, so it remains relatively intact. However, Vaprak did form the long secret tunnel that leads to P700 so that this level would be slowly assaulted by the denizens of that area.

This level was to be the entertainment and relaxation level of the slaves. Although they are rarely allowed to enjoy this area, it has still worked as the leaders planned. Their slaves push themselves to near death in hopes of enjoying a few hours here. It seems to work especially well among the dwarves. One popular past time is to spectate at the arena of death, a punishment for other slaves.

An additional function of this level is to provide for a block (along with W800) in the great passage running from the underworld to the surface. Of course this alarmed the leaders that were to be stationed here so much that they had slaves construct two secret stairways to the level above and below this one. To keep them quiet, the same slaves were then sent to the arena.

Plans are just now being implemented for a new winch lift that bypasses the ruined levels. This work is being done at W717.

The individuals of the elite ogre guard on this level are equivalent to ogre leaders.

W701. Two giant barrels of ale rest inside niches of this room.

The ale is for the elite ogre guard beyond. Behind one of the barrels is stuffed three black cloaks, identical to those worn by the priests of this level and were used by those from W600 when they visited here by the back way.

W702. Three pair of large ugly legs stick out into the hallway, protruding from an alcove to the SW.

Three ogres (hp 34, 30, 23; Dmg 2d4 +2 broadswords) wait here. The sounds of combat will attract other ogres. Each has a 60 gp golden sword sheath.

W703. Several large hides are stretched out on the floor. They are obviously used to sleep on.

Throughout these rooms there are a total of six elite ogre (hp 38, 34, 34, 33, 29, 25; Dmg 2d4 +3 broadswords). They will be asleep or resting. Each has a 60 gp golden sword sheath.

W704. Several sitting ogres look up at your approach.

These six elite ogres (hp 40, 34, 33, 31, 30, 27; Dmg 2d4 +3 broadswords) will likely be talking and thus the party will be warned of their presence. Sounds of combat will attract other ogres. Each has a 60 gp golden sword sheath.

W705. A large opening drops through the floor. You can see a sturdy looking ladder several feet down.

W706. You see before you the one of the greatest hordes of gold that man has ever seen. Two 5,000 gp life-size statues of trolls, a 1,000 gp golden chest full of unmarked coins, and a 15,000 gp solid gold couch fill the SE end of the room.

An illusion covers the 30′ pit that is lined with poisoned caltrops (3d6 damage from the fall, plus each character will fall on 1d6 caltrops causing 1d4 damage each, save vs. paralyzation +3 for each caltrop or become permanently paralyzed. *Neutralize poison* will cure the paralysis.

The golden items are only lightly coated with gold (some 500 gp worth if scrapped off). However the pit is filled with golden caltrops (5 gp each for 100 caltrops) and numerous gold coins (356 gp) which were tossed in by the slaves—they loved to watch them disappear through the illusionary floor. There are also two dead derro here.

W707. This treasure room is filled with gold: two picture frames (200 gp each), a vase (160 gp), five paper weights (50 gp each), a battering ram head (1,500 gp), a chest full of 843 gp, and a miniature gold sphinx (780 gp).

W708. You see a room with blackened walls. In its center looms a 30 foot long grey dragon with a mottled red and brown back. A sturdy gold collar and chain stretching from the room to the SE hold it back as it lunges at the door. A dwarf quickly ducks through two large double doors into the room from which the chain comes.

The dragon is actually a fire lizard (hp 50). The dwarf is more accurately a derro (hp 13). The lizard will attack any nonderro beings that are hostile to it or the derro. If the PCs are accompanied by derro or are friendly to the derro, the lizard will not attack.

Through the double doorway the lizard has a nest which contains one egg (5,000 gp to the right buyer). The gold collar and chain (5,000 gp) are attached to a ring in the center of the SE wall.

W709. In the center of the room lies a huge stone slab resting on a track of cylindrical gold rods. In the SE of the room is a 15 by 15 foot shaft leading down. A trail of rubble leads from the middle door in the NW wall to the shaft. Four nine foot tall ugly humanoids stand at the winches on both sides of the pit. Behind the stone slab, two dwarves are drawing something on the NE wall.

Four trolls (hp 38, 34, 33, 28) operate the winches. If the PCs are not entering the room via the shaft, the trolls will stop winching up a load of four derro (hp 15, 12, 11, 10; Dmg 1d3 fists) and attack. The two derro (hp 17, 13; Dmg 1d4 rocks) already here will throw rocks at the trolls if the PCs attack trolls.

The four derro will plead with the PCs to finish winching them up. If the PCs comply, the derro will describe the areas leading to W717. Each of the four trolls wears a golden sash (200 gp). The two derro are dwarven engineers chalking out a new passage that will eventually connect to W717. The stone slab used to haul gold between this shaft and the one past W718. The 50 golden rollers are each worth 100 gp.

W710. In this room you see several mining tools: a blunt pickaxe, a broken wheelbarrow, shovels, rubble, and a few timbers.

These are storage rooms for the ongoing mining operation here.

W711. (the NW door is trapped—see below) A couple of small sleeping mats lie along the walls. A small trail of rubble leads from door to door.

Although the NW door looks like a typical door, it is actually a swinging door. The door knob is false and pulling on it will cause the 5′x10′ pit lid to open. The pit is 20′ deep, causing 2d6 damage to those who fall in. This noise will alert the guard in W712.

W712. Numerous short sleeping mats cover the floor. A small trail of rubble leads from the SE door to a door to the NE. Several of the mats have sleeping dwarves upon them.

Four derro (hp 16, 13, 11, 7; Dmg 1d3 fists) are sleeping away. Another derro (hp 24; Dmg 1d4 rocks) is pushing a cart full of rocks towards the PCs. A bored troll (hp 28) stands guard in the E corner. If the party does not attack the derro, they will attempt to tell the PCs of the sleeping guard at W713.

The troll wears a golden sash (200 gp). The rubble is being removed from W711 to W709 so it can be taken to W900 and tossed into the lava whirlpool.

W713. Four nine foot long bunks are crammed into this small room. A sleeping monster lays on one of them.

One troll (hp 30) lies here. He wears another golden sash (200 gp).

W714. You have entered a dining hall. A wooden ramp leads up to a stage along the back wall. Dust leaks through a door upon the stage and small bits of rubble lead from this door to the one you're standing at. On either side of the door is a chained slave. Finally, a large spit rests near the stage.

Six derro (hp 18, 15, 15(9), 13, 12(6), 9; Dmg 1d3 fists) are here. Two are chained by the door (current hp reduced from lashings), one is cooking at the spit, and the others are eating. Two trolls (hp 43, 33) are whipping the chained slaves. If the PC attack the trolls, the derro will join in.

Each troll wears a gold sash across his chest (200 gp each).

W715. The door is propped open by crates of food stacked to the ceiling. To the right there are two large barrels. Both the NE and SE walls have been stripped of all shelves and have chalk markings upon them.

One barrel contains water, the other contains low quality ale. The shelves have been removed in preparation for the new passageway that will lead from W709 to W717 (the chalk marks delineate the dimensions of the new passageway).

W716. Three doors stand along the NE wall. All three used to be cook's quarters. Now the SE two are empty of all except chalk outlines on the walls in preparation for the new tunnel. The other room is filled with crates of food and a few kegs of beer.

W717. This room is bustling with activity as a whole mining crew of dwarves work steadily. Some are upon a stone block pyramid that reaches up into a shaft in the ceiling, others are removing the rubble that constantly trickles out of the shaft, down the pyramid's sides, and onto the floor. A large pile of such rubble fills the entire NW end of the room. There is also a small team of dwarves holding scrolls and chalk, evaluating the SE wall.

24 derro (hp 21, 20, 17, 17, 15, 15, 13(x3), 12(x5), 11, 10, 9(x4), 8, 7(x3); Dmg 1d4 mining picks for 12 derro or 1d3 hands or 1d4 rocks for the other 12) work here. Those in the shaft can cause a minor cave-in doing 2d8 damage to all below them. These derro are so cruel that if the party befriends them, they will only try and capture the PC's (by separation) and then torture them.

This is to be the new shaft for the winch lift up from this level. It will bypass the two ruined levels above. The engineers are deciding where to open the wall to allow for the roller bed's new loading room. The plans detail the entire final result including an extended stairway from W739.

W718. A six inch trench runs down the length of this hall. The trench has a gold roller every five feet. The passage ends to the SW in a collapse out of which runs a steam of water. The stream drains into a small crevice.

Anyone jumping in the crevice will emerge in room W720. It would take a Str of 25 to swim back up the crevice. This passage used to run under the lift going to W600.

W719. All you see is darkness ahead.

A *continual darkness* spell blankets this room in blackness. Each of the steps leading into the room is covered with a *glyph of warding* these glyphs activate *cause blindness, cause deafness, cause critical wounds, poison, cause disease* and causes 7d4 damage each.

Within the room is a small horde of golden objects: two end tables (250 gp each), a statue of a derro (725 gp), a two-handed sword and sheath (225 gp and 125 gp), and a golden chest (200 gp) filled with 324 gp in unmarked coins. The priests here have a secret operation in which they steal gold from W707. If caught, they intend to blame it on the elite ogre guards they keep in here.

W720. These two rooms are completely filled with water as is the stairway leading up from them.

A crack in the wall drains the water from W718 above. A crevice to the SW drains all the water away at a fairly swift rate. Those approaching the area of the secret door need to roll a Str check or be sucked into the crevice. A PC will cork it and create a suction around them requiring a combined Str of 40 or a successful bend bars by the trapped victim to get free. While the crevice is corked, the water level will raise one foot every turn.

W721. Empty crates line both side walls. Their open ends allow you to see small blankets or mats in them. Food scraps litter the floor.

Eight urd (HD 4(x3), 3(x5); hp (20, 19, 17), (14, 10, 8, 8, 6)) are asleep in the crates (actually one is on watch and will wake the others when the PCs enter). One carries a *potion of fire breath* and another carries a *wand of magic missiles*.

One of the top crates contains three 80 gp golden sheaths and two 200 gp golden sashes. The rooms from here on to the NW are filled with secretly escaped urd and verbeeg from P700. They have not yet ventured past W720 to the SE.

W722. Crates and barrels fill most of this room. To the NW is a statue of a rust-red skeletal figure with green hair and eyes holding a staff. The statue rests back in a small alcove.

Six urd (HD 4; hp 23, 20, 20, 18, 17, 17; Dmg 1d4 spears) are trying to arrange the food items in the crates. One of the urd carries a *rod of terror. It will duck through the illusionary wall to the SE and then step back after using this rod. Another urd carries a dagger +2.*

The trap door leading to W724 is not concealed or secret. Below the statue of Nerull is a ladder and passage to W723. The statue weighs 600 pounds. All of the urd wear 5 gp golden rings.

W723. A rust-red altar with a set of malachite service pieces (60 gp) upon it is built along the NW wall. Several stacks of mats both large and small lie next to the altar. A gold plated table (1,300 gp) rests against one wall.

Six urd (HD 3; hp 17, 12, 11, 7, 6, 6; Dmg 1d4 spears) and three verbeeg (hp 26, 21, 16; Dmg 1d6+5 spears + Str) are currently discussing the need to explore the waters of W720. One of the verbeeg wears a *ring of water walking*, which proved no aid at W720. The group holds a *potion of water breathing* and is trying to determine who should use it. The altar is one of Nerull's.

W724. An open hole in the floor lies to N. Five empty chairs rest in the SE end of the room. Beside one of them is a coiled golden chain (80 gp).

Five verbeeg (hp 37, 34, 26, 24, 18; Dmg

1d6+4 spear + Str) are always on silent guard in this room. If they hear anyone coming up the passage to the NW who doesn't call out the password "okta jada" they will all quaff an eighth of their *potion of invisibility* and ready their weapons to attack. If they have time, they will pick up the gold chain and stretch it between two of them who will then trip enemies or try to jerk them towards the hole.

W725. (*glyph of warding* causes 7d4 damage) A rust-red and black blanketed bed sits beside a desk and chair. Several tapestries on the wall portray various scenes of death.

These four rooms are the priests' bed chambers. One of the priests is in his room now, a half orc P7 (AC 1 *plate mail +2*; hp 29; THAC0 16; Dmg 1d4+1 scythe; SA spells, failure 20%, spells/level 5, 5, 3, 1).

Each of the rooms has a golden hilted sacrificial knife (35 gp), a few malachite religious tokens (45 gp), and several of the writings of Nerull (20 gp to followers). The desks are all locked. They contain writing materials as well as notes about the attempt to construct a new stairway and winch lift to the upper levels, the success of this level's "entertainment facilities" in boosting the derro slaves' morale, and a black book of guards and slaves to watch. One of the rooms has a secret bottom in the desk drawer. It contains a list of thirteen derro names. Below the list is written, "These derro have escaped with mining instruments and cannot be found. I suspect they entered the secret area near the elite ogre barracks." This priest's suspicions are correct. In fact the derro made it all the way to P700.

W726. The passage branches ahead.

Actually this is only a guard post. Three elite ogres (hp 35, 32, 20; Dmg 2d4+3 bastard swords + Str) have their swords coated with poison (class C, onset 1d4+1rnds, Str 25/2d4). Each carries a 60 gp sheath and a bag of 30 gp unmarked coins. One has a vial with six more doses of poison class C.

W727. Several black and rust-red bound books rest upon shelves. Evil symbols adorn their covers.

These books are more of the teachings of Nerull. They would have a value of some 650 gp among that sect.

W728. The corridor here becomes a 10′ circle for about 3 feet then returns to normal-sized.

This is designed to allow the boulder from W729 past, but stop the block, wedging it against the stairs.

W729. The ceiling here is 15′ high. Strangely, there is a 10′ black block and a 10′ diameter ball of stone on either side of this hall.

Eight elite ogre guards (hp 40, 37, 32, 27, 26, 26, 25, 23; Dmg 2d4+3 broadswords) stand two each in the alcoves next to the two huge stones. Each ogre has a 60 gp golden sword sheath.

The blocks are coated with greasy soot and can only be moved if a Str of 20 is applied to each. Each of the stone balls has two stone wedges keeping it in place. This is the "cork" mechanism for sealing off this level from both above or below. The ball can be released, rolling down the passage, clearing anything in its path, then the blocks would be pushed down to seal off the passages.

The boulder causes 10d8 if it hits. Small PCs can lay in the corners of the passage and not get squashed; however, this will only reduce the damage to 6d6 for larger PCs. The boulder towards W739 will smash into the rubble there pushing it halfway to W800, totally blocking all possible retreat by that path. Even if all set monsters are dead on this level, have a couple of wandering monsters release the stone wedges if necessary.

W730. Six pillars support this large unholy room. A rust-red altar and table rest upon a raised slab of stone to the SE. Near the entrance, two gold statues stand atop daises. One is of a mighty warrior of huge stature, the other is a tall skinny giant of ugly complexion.

The statues are of a troll and elite ogre. This room is currently empty. Any good PC touching the throne will yell out in pain, and take 1d8 damage. If this occurs, if the statues are harmed, or if the altar is defiled in any way, the two statues will animate. The troll statue (AC 0; MV 12; HD 9+9; hp 53; THAC0 11; #AT 3; Dmg 1d6+4/1d6+4/1d10+4; SA as troll; SD as troll; ML 18) and ogre statue (AC 0; MV 12; HD 10; hp 40; THAC0 11; #AT 1; Dmg 1d10+6 two handed sword + Str; ML 18) are only plated in gold and worth 2,000 gp each (after battle value is likely to decrease).

W731. A 15′ tall statue of a rust-red skeletal figure with green eyes and hair holding a red veined staff stands atop a dais at the end of this passage.

If this statue of Nerull is not shown respect in some form, the two statues at W730 will animate and come to its aid.

W732. In the recesses of a deep, dank dungeon you seem to have stepped into a tavern. Three bars service the three different levels. Tables and benches rest on each level.

This area is fairly empty since the arena is having games. Four derro bartenders (hp 18, 14, 11, 9; Dmg 1d3 knife) are tending the bars. Three derro (hp 11, 11, 6) are talking at the first bar. Two drunk elite ogres (AC 5 drunk; hp 30, 27; Dmg 2d4+3 bastard swords + Str) sit at the middle bar. There are no customers on the bottom level, however, two of the priests are sitting in the private room on this level. They are two half orc P6s (AC 3 plate mail; hp 39, 30; Dmg 1d4+1 scythes; SA spells, failure 20%, spells/level 5, 5, 3). The first has a scroll of *cause serious wounds (x3), cure serious wounds, neutralize poison, poison (x2)*. The second's scythe is a *scythe +1*.

The ogres are each carrying golden sheaths (60 gp). The three levels of the bar are segregate between slaves, guards, and priests. After the arena event, this place will really fill up.

W733. A bloody battle rages on in the arena pit before you. Some 15′ down a troll fights what appears to be a human warrior. A crowd of dwarves and giants watch the spectacle from the edge of the ring as well as from several balconies which open above.

A troll (hp 36(29)) is fighting a captured F7 adventurer (AC 3 splint + shield; hp 32(26); THAC0 14; Dmg 1d12+2 bastard sword + Str). A crowd of 20 derro (hp 23, 19, 18, 18, 17, 17, 17, 16, 14, 14, 14, 13, 12, 12, 11, 10, 10, 9, 9, 7) six trolls (hp 39, 35, 33, 26, 24, 22) and five elite ogres (hp 42, 41, 32, 31, 30; Dmg 2d4+3 bastard sword + Str) are watching. If the PCs start a battle here, the warrior will begin yelling in the derro's language. The derro will then rally and attack the guards while others go to W734 to free the derro slaves there. About half of the spectators are drunk (–2 AC and THAC0). The other priest, a half orc P7, of this level is among those seated on one of the balconies (AC 3 plate mail; hp 26; THAC0 16; Dmg 1d4+1 scythe; SA spells, failure 20%, spells/level 5, 5, 3, 1). He carries a *potion of fire resistance* and wears a *ring of free action*.

The trolls (excluding the combatant) wear 200 gp sashes. The ogres have 60 gp golden sheathes.

W734. This place appears to be the holding area for arena combatants. Iron barred cells line the walls.

Two trolls torment the captors at each of these areas (hp 40, 39). The captives from both areas include 12 derro (hp 22, 19, 17, 17, 16, 14, 13, 13, 13, 12, 10, 10) and two trolls (hp 45, 33).

The four troll guards wear 200 gp golden sashes. All the cells are locked, but the troll guards carry the keys.

W735. This bustling kitchen has more the air of a tavern about it. The dwarves within are all laughing and talking in loud voices.

Fourteen derro (hp 19, 17, 15, 14, 14, 14, 13, 11, 10, 10, 10, 9, 9, 6) are here. About half are drunk (–2 AC and THAC0). Some will welcome the party, others will run in fear thinking that the party escaped from the arena.

This ringside tavern is a favorite of the derro who are allowed to enjoy this area for a day or two. The guards rarely come into this place.

W736. Sleeping mats are neatly stacked along the walls. The odor of ale is strong here.

This is where the derro that are not to be rewarded with a stay at W737 sleep. The four adjoining rooms are each filled with bowlike pits in which the trolls of this level sleep. All occupants are elsewhere at the moment.

W737. This place reminds you of an inn. A fire is burning low in a central fire pit. Seven doors open into this area, three of which are above along a balcony.

As the PCs enter, two trolls (hp 43, 38) and a derro (hp 16; Dmg 1d3 fists) will be coming out of their rooms headed for the arena. Just as the party begins their fight here, the fight in the arena will start (if the PCs haven't already been there).

The trolls each wear 200 gp golden sashes. This

area is indeed an inn of sorts which is enjoyed by derro and guards who the priests feel like rewarding. Currently all the rooms are empty.

W738. The passage curves at this point. The boulder from W729 will roll easily through here, but the block will become very tightly wedged.

W739. Rocks, dust, and dwarves fill the end of this sloped passage. A stairwell going down is clogged half full of debris from the dwarves who are making another stairway above the existing one, though there seems to be no easy way to join the two stairways together.

Twelve derro (hp 20, 17, 17, 15, 15, 13, 11, 10, 9(x3), 8; Dmg 1d4 mining picks for 8 or 1d3 rocks or hands for the other 4) are here. The derro in the upper stairway are 8′ above the rubble pile and can toss rubble down upon those below (THAC0 18; Dmg 1d12). These derro are in a nasty mood and will not consider helping the party in any way.

The rubble is being taken down to W800 so it can be cast into the lava river. The stairwell down is usable though PCs will have to crouch to fit.

Tower of War, Dungeon Level 8 (W800)

W801. This is a most impressive cavern. A swinging bridge runs between a central plateau and a set of large double doors in the NW wall. The plateau drops 20′ on all sides to a pit of black goo. Upon the plateau are two winches mounted near a pit, five one foot wooden domes, and a stone building.

Above the wooden shock absorbers is a shaft running to W700. The shaft enters the ceiling at its lowest point (thus the trapped gas near the ceiling does not leak out). Five trolls (hp 36, 35, 31, 29, 28) and nine derro (hp 20, 18, 18, 15, 15, 14, 11, 11, 8) work here. They are taking the rubble coming from W700 and shipping it to W900 to be melted away. The goo is 10′ deep tar with a dried crust. It will not ignite unless a very hot fire is applied to it (bon fire, *fire ball*, or lava). Those falling on it will take 1d6 damage and break through the crust. These poor souls will not be able to free themselves without something to pull on. However it takes a full hour to completely sink into the pit. Of course those landing head first or even spread eagle will suffocate shortly. Any large fire (*fire ball*) on the plateau has a 50% chance to ignite the gas.

If the tar is ignited, it will soon all go up in flames and in 1d4 rounds ignite the gas above (see W824). Each round the tar burns before the explosion, those in the area will take 1d12 damage. An explosion here will destroy anyone present. The trolls each wear a 200 gp golden sash.

W802. (locked) Two gold statues of human females stand here (2,000 gp each).

W803. Golden objects lie around this room including a bucket (45 gp), a keg (45 gp), four cylinders (100 gp each), a collection of six mugs (20 gp each), a coil of wire (10 gp), and a statue of a rat (120 gp).

W804. Shallow, round, uneven pits have been dug into the floor here and in the adjoining room. This area smells foul.

The troll guards stationed to this area make this their sleeping chamber.

W805. A warm dining hall stretches out before you. It is a little nicer than other halls you have seen in this tower.

A troll (hp 35) and eight derro (hp 23, 20, 18, 15, 14, 12, 12, 8) are currently lounging around in this area. The troll wears a 200 gp golden sash.

Both guards and slaves enjoy being assigned to this level. The cavern is spacious, guards treat slaves nicer after several were pushed into the tar pit, and even the slaves get bed chambers (albeit slightly cramped). If this area is destroyed by the explosion, the E wall of W806 will blow out and the passage leading to W801 will be blocked. Those in the room will take 2d20 damage and then be trapped here with no likely escape. Lava from W823 could flow in.

W806. Four short sleeping mats line the floor. No derro slaves are currently in these sleeping chambers.

W807. This storage room is fairly well stocked. Two large barrels rest near the door. The barrels contain ale.

W808. Rubble lines the hallway here and dust comes from the clogged stairwell to the SE. Several dwarves work busily about the area, overseen by three guards.

Seven derro (hp 17, 16, 13, 11, 9, 8, 3) are watched by a troll (hp 24) and two elite ogres (hp 42, 29; Dmg 1d8 + 3 scimitars). The dwarves are piling rubble from W700 here in preparation of taking it to W833 to be melted.

W809. DM's Note. A small trip wire is stretched across the hall. Only those looking for something will notice it. It sounds a quiet bell at W811. There is a slot in the ceiling above in which a portcullis is drawn up, but the PCs will likely be watching their footing and not see this.

W810. DM's Note. The PCs are sure to notice the notches along this hall. They are about six inches long and an inch high. The slope up will prevent them from seeing what lies within. When they open the false double doors at the bottom of the stairs, this will pull corks out of the barrels and oil will rush into the hall and cover the floor. Some of it will run down the stairs causing those climbing them to make a Dex check or tumble back down (all below a tumbler must check with a -3 penalty). Damage is 1d4 to 3d4 depending on the distance fallen.

If the oil is lit, all on the stairs will suffer 2d6 damage per round until it burns away in 3 turns. Those at the bottom of the stairs (were the oil collects) suffer 3d8 damage per round. This will likely prove fatal. Even the hallway above will cause 1d4 damage per round for 1d10 rounds until the oil there burns away. Then the smoke from the stairs will cause those in the hall to make a save vs. poison each turn or pass out from smoke inhalation (a fail after passing out results in suffocation).

W811. This room contains a winch, flaming torch in a wall sconce, and a chair.

An elite ogre is on duty here at all times (hp 36). A small bell in the corner will sound if the trip wire at W809 is sounded. The ogre will then wait until the intruders have gone into W810, then it will quietly winch down the portcullis at W809. It will then go out to W809 and empty a flask of oil so that it runs down to W810. Then it will wait until the intruders come back to this area so it can watch their horror stricken faces as it lowers the torch to the oil.

If the PCs are smart and use missile weapons against it immediately, the torch might still land near the oil so that it will light it several turns later. The ogre wears a 50 gp gold neck band.

W812. Several barrels line this narrow hall, each sitting next to a notch in the NW wall. A rope attached to the barrels' corks stretches along the floor.

This rope is attached to the false doors at the bottom of W810.

W813. A set of stone stairs raise up to a door on the SE wall.

As the PCs enter this room, an elite ogre (hp 23; Dmg 1d10 + 3 two-handed sword) steps out of W814 on his way to the chapel. He will be wearing two 20 gp golden wrist bands. The guards that are normally here are at W843.

W814. Several large beds and a couple of chairs fill half of this toasty room. Although there is no fire in the fireplace, the air is quite warm.

The back of the fireplace has small holes in it. Hot air comes in this way. This is actually a concealed door and the hot air comes from beyond.

The elite ogre guards who sleep in this room are currently in the chapel at W843. A bag of 30 gp is hidden in one of the pillows.

W815. You have walked into a room with a wing to the left and right. Large sleeping mats lie in the NW wing and uneven bowlike pits are dug into the SE wing.

All the occupants are either on special duty or at W843. This is the elite ogre and troll barracks.

W816. (locked) An impenetrable darkness looms through the doorway. The priests originally stayed here before their current area was made. They have not allowed anyone else to enter it. A *permanent darkness* spell is cast in the room.

W817. This kitchen area is equipped with two stoves. Both are in operation right now as five dwarves prepare a small feast.

Five derro (hp 22, 14, 13, 9, 3; Dmg 1d3 fists

or 1d8 boiling water). The barrels in the hall outside contain water for derro and beer for the guards.

They are preparing a meal for the guards who will be returning from the ceremonies at W843 shortly.

W818. This storage room seems to be provisioned with two qualities of food. The food and the lower shelves seem to be older, more rotten, and less fresh.

The guards' food is kept on the top shelves while the slaves' food is on the bottom. One barrel contains ale and the other contains water.

W819. (locked from the hall side) A large number of small dirty mats line the floor like so many rags. Little piles of dirt and grime fill the edges of the room.

Four sick derro (hp 17(8), 14(3), 14(11), 13(1)) are resting here. All the others are on work duty at W808 or on the stairs of W700. Any PCs coming into close contact with these dwarves must make a save vs. poison or they will come down with a pneumonialike disease.

These four know of the secret passages leading to W801, but will only divulge this information if it could save their lives.

W820. A long 3′ diameter stone cylinder rests in this room.

If the pile is examined, scrapes will be found on the inside and the two ends. The middle of the outside will look as if it had been molded of clay.

This pipe was originally used to allow several derro wearing *rings of fire resistance* to safely cross the lava river in order to work on items at W833, W826, and W824. These derro also constructed the tool closet between here and W819, W822, and the secret trap door atop W803. These derro and their allies have been secretly using the pipe to cross the lava river and steal gold from W803. This is still very dangerous and the dwarves always end up with some heat damage. The pipe is just long enough to perfectly fit from W821 to W822.

W821. This odd shaped room is empty of all except very warm air. A wall in the SE corner is made of stone and appears to be partially crumbled.

A section of the SE corner wall near the floor is just a stack of loose stones. These are in a rough 3′ diameter circle. When removed, the stone pipe at W820 fits through it nicely. These stones are very hot and will cause 1d4 damage to bare skin.

W822. A small treasure trove of golden arms and armor lie next to an eight foot plank.

The plank is used to cross the tar pit to W803. The derro have been collecting golden battle supplies for a possible revolt: 12 30 gp daggers, four 45 gp shields, 16 5 gp arrow heads, one suit of chain mail (230 gp), and six 15 gp spear heads.

W823. A bubbling flaming river of molten lava flows from W to E here. The air is scorching.

Those in this area will take 1d8 damage per round. Breathing causes 3d8 damage per round. Those in metal armor will take no damage the first round, but will receive damage a round after leaving. Other heavily armored PCs will take no or little damage the first round. Touching any stone with bare skin causes 1d6 damage. Anyone falling in the lava will take 3d20 damage per round and must make a system shock roll or simply pass out due to the pain.

The rock in this area is like putty for the first inch due to the heat. Remember that this area will be blindingly bright to infravision.

W824. A large white hot chain runs across the tunnel and into a masoned stone wall to the SE. A heavy black beam runs up to the ceiling here and is wedged against a large boulder.

If just the rock wall is crumbled, the tar gas trapped in the top of this room will begin to enter. In 1d20 + 10 rounds, the gas will ignite causing a massive explosion which will destroy most of the areas along the lava river, W801, W805, and those near the shafts on W700 and W900. Those here will receive 1d20 damage due to minor collapses. Those at W825 will be destroyed (unless they save vs. paralyzation at -2 penalty in which case they will be thrown back towards W814 or even into W808 with severe damage (3d20).

If just the boulder is released, the lava will melt a small hole through the stone wall in 1d10 + 10 rounds, igniting the tar at W801 in 1d6 rounds, causing the trapped tar gas to explode in 1d4 rounds. However, this explosion will mostly be contained in W801 and will result in W805, W824, W801, on W901, W903 and the shaft area, and all of the area near the shaft on W700 to be destroyed. Further, the entire ceiling between W801 and W709 will collapse. Those in W825 will receive minor damage (1d8 each) but the area here must then be treated as W823 with respect to heat.

If the wall is crumbled and the stone is collapsed, the tar will ignite instantly and 1d4 rounds later the gas will explode. The explosion will destroy all of W801, W805, W824, and the area near the shafts on W700 and W900. Those in W825 must save vs. paralyzation or take 3d20 damage, those succeeding take half.

The underworlders made this device to make shaft access into their lower two levels impossible in event of an invasion. They only counted on the tar flaming and are not aware of the gas.

W825. The air here is very hot. A large winch is connected to a red hot chain which disappears through a niche in the SE wall. Beside it is a large black beam which also runs through the SE wall. The base of the beam is wedged in a small sunken area.

All in this room take 1d4 damage per round if breathing. Lying near the beam, out of direct view, is a large sharpened axe. If the beam is broken, it will release a large rock it was supporting over W824. This will dam up the lava river until melted through in two turns. The winch requires two Str 18/00 PCs to operate (the handles

are too small to accommodate a team greater than two). If the winch is turned, it will crumble the rock wall at W824. See W824 for effects if either the beam is broken or the winch is turned.

W826. A natural stone bridge crosses the lava flow here. But a manmade wall rests on the S side.

Damage is like that in W823. Those between the wall and the doors will only take 1d6 or 3d6 damage if breathing. Three *wyvern watch* spells guard this bridge (7th level casters).

W827. This place is decorated in black and rust-red tapestries and furnishings. Setting in the room are a large golden framed sofa, two golden framed chairs, and a few tables.

The false closet contains several old black robes. The sofa frame is worth 2,350 gp, the chair frames are each worth 325 gp. Several small sickles lie on the tables. The six tapestries are worth 200 gp each, but few would buy them as they show scenes of torture and evil triumphing over good. Several of the tables contain small bags of garlic.

W828. A black blanketed bed rests opposite a shelf of rust-red bound books.

The books are various teachings of Nerull. They have a 500 gp value to those of this faith. The books will have a *glyph of warding* on them which causes a *poison, cause serious wounds,* or *cause disease* spell to inflict the one disturbing them.

W829. Two huge burly looking men stand poised to attack. Both are heavily armored.

These are actually statues of elite ogre which have been painted to look real. The only item which is not made of stone here is the NW ogre's gauntlets which are *gauntlets of ogre power.* If removed from the statue, it will be noticed that each is connected to a fine blue metal chain which disappears up the statues arm. The gauntlets may be put on and the great strength will be bestowed upon the PC, but he can only get the gloves ten feet away from the statue before the chain stops him. Even if the statue is destroyed, it will be discovered that the chain runs into the floor (where it is attached to a large block of similar metal about 3' down. The other item in this room is a small hole in the NW wall leading an arm's length back to a large ring made of the same blue metal. If the ring is pulled with a Str of 18/00 or more, it will open the secret door (which will slide back in place with a similar Str one round after being released. The *gauntlets* can be used to open the door.

No other physical means of opening the door works. The small chains holding the *gauntlets* are equivalent to +3 metal can only be snapped by a Str of 20+ which successfully bends bars. They can be cut if 120 points of damage is done to each one. This would be very noisy and would likely break or chip the weapon.

W830. DM's Note. As each of these doors is opened, a poisonous gas will be released. This gas will be obvious and those opting to hold their breaths are safe. However, those breathing must save vs. poison at–5 or die. Each of the six doors is held by a complicated lock which requires a minimum of five rounds to pick. Moreover, these doors are designed to slowly shut when not held and the locks automatically reset. Thus, the party can easily become separated and the long lock picking time can easily result in PCs needing to breath or pass out (and breath anyway).

This defense was set up by the priests who use keys.

W831. A statue of a dull rust-red skeletal figure with dark green hair and green eyes rests in the center of this secret shrine. He holds a red veined staff in one hand and a skull in the other. Several small sickles are mounted upon the walls.

The skull is real and contains a 5,000 gp jacinth and a key (which works the doors at W830). The staff is also a *serpent staff.* These items were placed here in case this tower was ever being overrun and the clerics had to use this secret passage to circumvent this level's defensive devices so they would not be trapped here. The items were to be used in such an emergency. The shrine look was just to throw off those who might happen to discover this unauthorized room.

W832. The air is very warm here.

This stone wall is a heat shield. Even when the drawbridges are down, those past this wall will be safe from damage.

W833. The air is extremely hot. Up ahead you see a stone drawbridge supported by two heavy chains which are glowing.

Remember that this area will be blinding to those using infravision. The chains are glowing due to the heat. Being in this area anytime that the drawbridge on your side is not fully drawn will cause damage. Damage is 1d6 per round if not breathing or 3d6 per round if breathing. Touching anything with bare hands will cause 1d4 damage per round. Those in metal armor will not take damage the first round in this area, but will take damage one extra round after leaving it. Other heavily armored PCs will take no or little damage the first round. Metal gauntlets will delay the effect. No damage is caused to those past W834 or W832 nor those on the stairwells leading to the winch rooms (provided both the concealed and normal door are closed. It takes a turn to fully raise a drawbridge and six rounds to fully lower one (both require one being with Str 18/00 or two which total 19 or more.

All handles in this area are either wrapped with something or made of stone. Decide what state the two drawbridges will be in when the party encounters them based upon the party's ability. A typical arrangement will be to have the nearest at a 20 degree angle and the other at a 75 degree angle. This way someone must run and jump to the other, climb in and attempt to lower it before roasting. Furthermore once he has committed, it will be hard to return as he must scale a scorching 75 degree angle ramp on the way back.

W834. The air is very warm here.

Once around this corner, no heat damage will be taken even if the drawbridges are down.

W835. Several crates and a few barrels sit in this room.

All are filled with rank water or spoiled food. The heaviest crate (Str 18/00 to move) blocks the secret door. This room is a false storage room and the last ogres on duty at W840 always put the crate in front of the secret door when they leave.

W836. Two large beds are the only items in this room.

Except for the two elite ogres (hp 32, 29) who are on duty here, that is. These ogres are the winch men. They do not know of the secret door to W842 as it is of a different type and only used by the clerics. When this station changes, they winch up the block and their relief team comes in and trades with them. Both of the secret doors out of this room are hidden at the back of false closets filled with old tattered clothes bunched to either side. Each ogre has two golden wrist bands (20 gp per band).

W837. A large winch is bolted to the floor of this secret room. Its chain disappears through a small hole in the wall.

It takes two Str 18/00 beings to operate this winch. Due to the handle arrangement, the PCs can't team up on the winch. If successfully cranked, it will gratingly pull the large stone block up the incline. If the winch is not locked, the stone will quickly slide back into place.

W838. DM's Note. This block was so well constructed by the derro that only those finding a concealed door will believe it to be anything besides a dead end. It would take a combined Str of 100 with excellent hand holds to slide it.

W839. A mutant being stands with its back to a rust-red curtain. The thing is tall, hunch backed, brawny, has long arms, and a warty complexion.

This statue is a combination troll/ogre and was made as a joke. It weights nearly 1,000 pounds. The curtain is easily removed.

W840. A pile of old clothes rests in the far corner of this room.

This room is used to store the statue and curtain from W839 when the hallway is opened up for major traffic.

W841. As you open the door, steam pours out into the hallway. Within, a pool of steaming water occupies most of the room.

The clerics come here for bathing purposes and steaming.

W842. A few items lay on a shelf in this walk in closet. Below the shelf hang a number of rust-red and black robes and sashes.

The items are just miscellaneous minor religious devices. Although they may look quite odd, they are virtually worthless.

W843. You seem to have come upon a religious ceremony in progress. A small squad of large humanoids and a few thin ugly giants stand facing the rust colored altar where three priests are chaining a female human to a table.

There are 12 elite ogres (hp 45, 37, 33, 31, 31, 30, 30, 29, 28, 27, 26, 21; Dmg 1d8+3 various weapons are employed) and five trolls (hp 32, 30, 29, 27, 22) are watching the services. Three half orc P7s are running the proceedings (AC 3 plate mail; hp 52, 49 36; THAC0 16; Dmg 1d4+1 scythelike polearm and Str; SA spells -failure 20, spells 5, 5, 3, 1; SD magic items). The woman (Elegeena) is under the effects of *hold person*. She is a F7/T7 (AL NG; hp 51; THAC0 14). She was captured some time ago when her all female party came through the wall at W829 (their wizard got them through). There is only one other left (she is at W847).

Each priest wears a *ring of fire resistance*. Actually, one of the rings is a *ring of fire elemental command*, but the priest does not know it and its activating condition has not been met as well. One of the priests carries a scroll of *raise dead, regenerate, reincarnate,* and *resurrection*. Another wears *gloves of missile snaring*. Each troll has a 200 gp golden sash on his chest while half the ogres wear two 20 gp wrist bands or a 50 gp neck band (all of gold). None of the priests are carrying treasure, though a nice set of religious service pieces of copper and malachite adorn the altar (850 gp value).

The guards of this level believe the priests live through the false doors. Of course, they reside at W827, and when they pull the curtain across the altar they disappear this way. If the battle is going poorly, they will try to escape in this direction. Today's ceremonies were to once again thank Nerull for protecting the bottom four levels from the ravishes of the "great monster". They also used the ceremony to ask Nerull for aid in bringing darkness to the surface dwellers by helping them complete their new shaft and stairway upwards on W700.

W844. A junction of hallways and alcoves comes together here. The alcove to the NE contains a rust-red statue of a skeletal figure with green hair and eyes holding a staff. The other two alcoves contain two large humanoids, one thin and tall and one stocky.

All three are actually statues. Touching the statue of Nerull will cause 7d4 damage (reroll ones due to Nerull's added power) due to a *glyph of warding* here.

W845. Two semicircular alcoves with a solid black statue in each are to the NE. The near statue is of a nine foot tall thin humanoid, and the other is of a huge dumb looking man.

The "statues" are actually the two top ranking guards who have the honor of coating themselves in soot and standing here whenever there is a ceremony at W843. This soot disguise will be very difficult to notice by the PCs until it is too late. One troll (hp 50) and one elite ogre (hp 50; Dmg 2d4+3 morning star) have proven themselves worthy.

The troll has a 200 gp golden sash on while the ogre has a 50 gp neck band. Of course both are covered with soot.

W846. (locked) A lavish canopied double bed rests in the very center of this room. And a comparatively small table stands in the corner. You can hear sobbing coming from one of the three doors to the SE.

All items are ordinary.

W847. (The locks on these three locked and heavy doors are only accessible from the NW side. The doors have small heavily barred windows.) You can see a typical bed with a small wash pan beside it.

One of these rooms contains a sobbing, female, dwarven F8 named Ulaka (AL LG; hp 89 Con 18; THAC0 13). She is crying in frustration because her friend, Elegeena, was just taken to W843, and she couldn't help her.

W848. (locked and a *glyph of warding* which will cause 7d4 damage to the one opening the door.) Two statues seem to stand guard here. One is of a rust-red skeletal figure with green hair and eyes. The other looks like a darkly dressed stately gentlemen which you might see walking down the streets of the City of Greyhawk.

Glyphs of warding have been placed upon both. Touching Nerull's statue causes 7d4 damage (reroll ones). Touching the statue of the vampire results in a *cause blindness* to affect the PC. Furthermore, another *glyph of warding* has been placed upon the wall by the secret door. Anyone touching it will cause a *darkness* spell to go off.

W849. The ground here is earthen and not made of stone. A large 8' high mound of earth lies in the room's center. Spidery white plants with yellow blossoms cover the mound. To the NE is a statue of a giant bat upon a stone slab.

The plants are actually six thornslingers (hp 26, 24, 19, 19, 18, 16) which will not attack the vampire. Opposite the bat statue is a stairway leading into a small tomb inside the mound. Here the vampire has his coffin (hp 47). He is now nearly insane with anger (see below) and will attack anyone entering this place whom he cannot get to invite him through the secret door.

This vampire was entombed here by Zagig long ago. The walls were magically affected so that no burrowing rat could dig a hole by which he might escape. However, the priests discovered him and escaped the encounter with their lives. They now covet the thought of "owning" a vampire. Since the magic of Zagig prevents the vampire from leaving this room without strict invitation, he is still captive and the priests relish this aspect (this has further enraged the vampire as it is so close to being free at last). A second coffin is hidden beneath the stone under the statue. The priests love releasing prisoners in here and watching their "pet" feed. The only reason he has not applied all his abilities in an attempt to kill the priests is that they have promised him that the entire area will be stoned over and placed off limits "forever" if they are harmed. This threat is working for the moment.

Tower of War, Dungeon Level 9 (W900)

The map to this level is on a "one square = 10'" scale. It contains very rich mineral deposits which are being mined by the underworlders. Pockets of gold, coal, and a small amount of gems has been discovered. The gold seam in particular is of outstanding quantity and quality. The underworlders discovered this seam of gold quite some time ago and saved the information for future use. Now that use is being implemented. The gold is to be used to bribe surface dwellers, help purchase surface items from other nations in the conquest of Greyhawk, and as a means of wealth once Greyhawk has been conquered.

The lava river has also been a key element in the underworlders scheme. In fact, this entire complex would have been extremely difficult to make had it not been for the river. All the rock that was formed from carving out these levels had to go somewhere. Since they were mining from the bottom up, they couldn't just dump it on the ground. But the river has saved their plot by providing a quick and convenient way of disposing of rubble, trash, and anything else that is not wanted (disruptive slaves, etc.). Even the rubble from W300 was winch lifted down to W900 or manually hauled to W800 for disposal. The formation of this entire complex was an extensive project which required much planning.

A cart and track system exists throughout most of the mine area. The carts are simply deep walled, square to oval shaped stone bowls, five feet wide, and eight feet long. Their outsides are molten looking while their insides are smoothly lined with about 50 gp of gold (due to being dipped at W917). The tracks are actually shallow, six inch square trenches with small rollers every five feet. These rollers are simply gold rods laying in the bottom of the trench (20 gp each).

Due to the complexity of the mining process (crushing ore, melting the gold out, etc.), the party will not be able to duplicate it. However, they can find natural nuggets of gold in the gold mines (1d20 nuggets of 1d20 gp value per room). If they themselves dig with picks, a single PC can uncover one such nugget per hour of work (dwarves and gnomes get triple results).

W901. A two headed troll oversees a band of large dwarves as they unload a cart of new look-

ing golden items next to the NE wall. The air is far warmer than normal.

One two headed troll (hp 44) guard seven derro (hp 18, 15, 15, 14, 11, 7, 7; Dmg 1d4 gold daggers or 1d6 gold spears). The derro will grab the gold and get out of the way if the party enters here.

The cart contains freshly molded items from W903: three spears (40 gp each), nine daggers (25 gp each), 12 axe heads (25 gp each), a suit of gold chain mail (1,200 gp), and a huge gold broadsword scabbard (60 gp).

W902. A 12′ tall fiery giant cranks winches atop a strange catapultlike wagon of iron without wheels. The wagon rests on a 10′ wide track of metal rollers set down in a shallow trench. The catapultlike end is connected to a bowl shaped, wheelless cart that rests on another track. This track is only 5′ wide but has gold rollers. A couple of giant, nervous looking trolls stand guard near a rough passageway. A handful of large dwarves are grouped around the carts and another similar cart on the other side of the catapult-wagon. Two malformed giants man a large winch which has chains attached to the wagon. The air here is very warm and heat radiates from a huge set of iron double doors to the SW.

One efreeti (hp 47), two giant trolls (hp 45, 40; Dmg 2d6 + 7 club), and two fomorian giants (hp 67, 63; Dmg 4d4 + 8 morning star) oversee ten derro (hp 16, 15, 14, 14, 12; Dmg 1d3 hands or rocks). If battle erupts, the efreeti will gleefully kill opponents on both sides (trying to keep it even). The derro will attempt to run and hide, while the trolls will avoid the efreeti as much as possible.

The fomorian each have a bag of 4 gems (4,200 gp total) and each wears multiple gold necklaces (small chains worth 4,000 gp each). The efreeti was summoned and trapped by the underworlders and commanded to "Run the melting wagon, without harming it, to melt the gold from the crushed ore that we bring you. Never attack unless a battle erupts. Finally, give what aid you are willing to help us get these mines emptied of their gold." The efreeti has perverted this commandment by having those near the lava river show up to "help them empty their gold." Also, when battle erupts, it will "attack" (which it has determined as meaning "attack anyone you wish"). The wagon's tracks are slightly sloped toward the lava whirlpool at W917. It can be winched down there, through double doors, where the efreeti will lower the cart of ore into the lava pit long enough for the gold to melt out, but briefly enough that the cart doesn't melt. An iron box with a mesh bottom rests on top of the SE carts to catch the rocks and let the molten gold flow into the cart below.

W903. Dwarven craftsmen work away pouring molten gold into clay molds, shaving and working gold, and finishing the items. A shelf of items in various stages sits to the SE, while three large tables with dwarves all about fill the rest of the room. Tools are everywhere. Two strange trolls stand guard, one is huge and one has two heads.

A two headed troll (hp 41) and a giant troll (hp 34; Dmg 2d6 + 7 club) oversee 17 derro (hp 21, 20, 17, 17, 17, 17, 16, 15, 15, 14, 14, 14, 13, 12, 12, 10, 9; Dmg 1d6 gold spears or 1d4 gold daggers).

There is a great deal of gold in this place: a molten cart (300 gp), a cooling vase (55 gp), a cooling shield (200 gp), eight rollers (20 gp), a half wrought chandelier (300 gp), partially formed arrow heads (5 gp each), three complete and eight half made daggers (20 gp each), 12 complete spears, a nearly complete, mid-sized bear statue (2,000 gp), 3,000 unmarked coins, and a nearly complete throne (5,000 gp).

W904. This room is filled with glass ware and bottles of strange looking fluids. A few gold bars are scattered about. Two startled dwarves look up in amazement.

Two derro (hp 14, 13; Dmg 1d3 hands; SA throw acid bottles Dmg 1d12/then 1d6 second round). Oddly enough, these alchemists were commanded by the priests to attempt to change gold into iron because gold is in such a surplus and iron is needed for weapons and tools (the iron of the underworld has been cut off due to the capstone at WB00). One green/silver bottle that rests on the shelf in a glass case will turn gold to brass. There are numerous chemicals here including 14 bottles of acid (as above), and three bottles of poison (Class J, ingested, Onset 1d4min, Str Death/20).

W905. A passage branches to the NE ahead. One of each guard type is here: a two headed troll (hp 38), a giant troll (hp 32; Dmg 2d6 + 7 club), and a fomorian (hp 67; Dmg 4d4 + 8 morning star).

They are sitting on three blocks of gold (900 gp each). The fomorian also has 1,000 gp of gold chains about his neck.

W906. This cavern is 30′ high. Dust and a loud crunching sounds fill the air. The cart tracks ring the outer edges of the room, while a 15′ high mound of rubble fills the center. A smaller mound of small rocks and rock powder lie to the S. Dwarves teem over the area furiously shoveling rubble around, loading, or emptying carts. All this you barely notice, for high (20′) up on the NW wall is a cloaked figure sitting in a golden throne. The throne rests on a small outcropping of rock. The figure holds a staff which is shooting forth a faint deep purple glow which strikes and surrounds a giant 16′ tall creature. The creature looks like it was made from the rubble that it is pounding to dust with its two huge fists. Its lower body is lost below the rim of the surrounding rubble, but more crunching noises can be heard there.

One earth elemental (HD 16; hp 74; THAC0 7; S 16′) and 14 derro (hp 21, 19, 15, 15, 15, 14, 14, 13, 13, 13, 13, 11, 10, 9; Dmg 1d4 shovels or picks) are here with four umber hulk (hp 43, 42, 41, 34). The half orc P7 (AC 2 field plate; hp 31; THAC0 16; Dmg 1d4 scythe; SA spells, failure 25%, spells/level 5, 5, 3, 1) is wearing *boots of levitation*, and carries a *potion of speed*. There is a bottle of *oil of earth elemental invulnerability* sitting next to the throne. He is holding a special *staff of elemental summoning and control*. No guards are on duty as the elemental will do what ever the cleric commands. The umber hulk are near the bottom of the elemental, and are helping it to crush the rock. The umber hulks are standing on an adamantite plate that covers most of the floor under the rubble. They each have adamantite chains around both legs that are connected to this plate (thus they can't quite reach the tracks nor the edge of the plate). If battle erupts, the dwarves will flee in terror, the cleric will command the elemental to do as desired, the umber hulk will kill anything that comes within their grasp (within the circle of tracks), except for the elemental. If the cleric is wounded, he must save vs. paralyzation or lose control of the elemental. The elemental will first try to kill the cleric, then cause general mayhem against anything that moves for three turns.

The cleric has a set of black sapphire rings worth 10,000 gp. The boots are swapped among the priests when they each take their turn controlling the elemental while the oil always rests next to the throne. The throne itself is jewel studded and worth 15,000 gp, weighing 1500 pounds.

The staff is a special one which has only a 1% chance per week of failing to control its elemental. While being used, the caster can range from 0-100′ from the elemental and a simple soft statement of command will be heard and obeyed by the elemental it summoned and is controlling. However, it must always be held by a being capable of performing magic and must always be pointed at the elemental it is controlling. Its command words are carved on its deep purple and black sides—its name is Horocknoth. The side effects are that all magic used by its wielder for the next year have a +5% chance of failure on each use. This is cumulative with each new elemental controlled within each year.

W907. The ringing of metal on stone can be heard as you approach the chamber ahead. Large dwarves are working hard with picks, shovels, and carts in this cavern.

These rooms and the tunnels are currently manned by 48 derro (hp 19, 18(x7), 17, 16, 16, 15(x3), 14(x6), 13(x6), 12(x6), 11, 11, 10(x3), 9, 8(x6), 7, 6, 5, 3; Dmg 1d4 picks or 1d3 rocks or hands). There are two of each type of guard assigned to wander throughout this area. Two fomorian (hp 68, 64; Dmg 4d4 + 8 morning star) wearing 1,000 gp in gold chains, two headed trolls (hp 55, 47), and two giant trolls (hp 45, 38; Dmg 2d6 + 7 clubs).

These mines produce mostly gold.

W908. DM's Note. Four two headed trolls (hp 50, 44, 44, 43) are sitting on large block of stone, guarding the passage and manning the slaves.

W908a. DM's Note. Four giant trolls (hp 46, 44, 36, 36; Dmg 2d6 + 7 clubs) are sitting on big boulders and keeping watch. One has a 6,000 gp clear white diamond in its pocket.

W909. DM's Note. Four fomorian (hp 67, 57, 55, 49; Dmg 4d4 + 8 morning stars), each with 1,000 gp of gold chains around its neck, are guarding this passage and keeping the slaves under control.

W910. More ringing of metal on stone can be heard ahead, but it sounds less frantic and more controlled. Dwarves here are carefully working with hammers and chisels.

These rooms and tunnels are occupied by 11 derro (hp 20, 18, 15, 15, 14, 12, 11, 11, 10, 10, 6; Dmg 1d4 hammers).

These areas are guarded by one of each type of guard: a fomorian (hp 56; Dmg 4d4 + 8 morning star) wearing 1,000 gp of gold chains, a two headed troll (hp 53), and a giant troll (hp 43; Dmg 2d6 + 7 club).

These mines produce gems of all kinds. The PCs could mine 1 gem per PC per hour here, though they will be rough and uncut. These mines have just recently been opened, and aren't in full production.

W910a. Picks and shovels can be heard working before you. Ten dwarves are loosening up a vein of soft black rock and shoveling it into a cart. Ten derro (hp 23, 18, 17, 15, 14, 12, 11, 11, 11, 10; Dmg 1d4 picks or 1d3 hands, rocks, or shovels) work here, though no guards are assigned specifically to this area. They are mining coal.

W911. DM's Note. These areas are inhabited by the 32 salamanders and ten hell hounds. Since any noisy combat will bring all in the immediate area, the entire list is simply given here: 32 salamanders (hp 57, 47, 43, 42, 42, 42, 41, 40, 40, 40, 39, 39, 38, 37, 37, 37, 37, 37, 36, 36, 36, 36, 35, 34, 34, 33, 33, 33, 33, 29, 27, 26.), 10 hell hounds (HD 5; hp 32, 30, 26, 26, 25, 23, 19, 19, 16, 11; THAC0 15.)

W912. A large coal fire burns away here.

Eight fire snakes (hp 15, 12, 10, 10, 7, 5, 4, 4) are within the flames.

W913. A tall sheet of flame with two dogs laying at its feet block the way.

This is a fire elemental (HD 12; hp 69; THAC0 9) and two hell hounds (HD 6; hp 26, 25; THAC0 15). Their only purpose is to guard the passage (especially the treasure at W914) from intruders.

W914. Four snakelike beings with bipedal torsoes stand with two large skinny hounds before a small horde of gold, gems, and a large pile of coal to the E. There is no fire in this room.

These are four salamanders (hp 45, 42, 42, 37) and two hell hounds (HD 5; hp 18, 16; THAC0 15). All the gems are in a metal bin (12,000 gp worth of red spinel, tourmaline, and fire opals).

There are two piles of gold, one is simply gold nuggets and molten blobs (2,300 gp). The other pile consists of what were once fashioned items, but are now all partially melted: 12 spear heads (10 gp each), 11 daggers (20 gp each), a chest (800 gp), a boot (40 gp), a small boar (1,350 gp), eight mugs (25 gp each), a table (450 gp), and a frame (75 gp).

W915. A 30′ diameter vertical disk of flame burns in the air above a 30′ long trough of brass.

This is a *dimension door* to the plane of fire. Although faint images from that plane can be seen through the portal, any attempts to enter it will simply burn the PC (even if using magical protections of the most powerful type) for 3d8 as he steps to the other side. The portal opens only once a month and gradually clears as that time approaches (which is ten days from when the party first encounters this disk). The trough is filled with 30 rubies (5,000 gp each). However, touching one does the same damage as touching the disk. If all are scooped out of the trough, the portal will disappear and each ruby has a 90% chance of exploding causing 1d4 damage to all within 30′. The trough is equivalent to +2 magic and would be worth a small fortune to a wizard or weapons smith.

W916. A pool of lava rests by the bank of the lava river.

All four of these pools are actually lava mephits (hp 20, 17, 10, 7). They are here as spies, sent from a being from the lower planes. They will be undecided about the party and may aid them, tell them of the fire creatures, tell them of the underworlders, or any of the three. It is best to use these mephits as a balancing factor.

W917. Cart tracks of metal lead to the edge of a lava whirlpool. The walls and ceiling look like they are sagging due to the heat.

Just being in this room will cause 1d20 damage per round. The lava will cause 3d20 damage per round.

The derro on this level are treated especially bad and, although they will not aid the party militarily, they will tell them the layout of all they know of, the expected number of guards (this changes so only use close estimates), and the purposes of the various rooms. In exchange, the derro wish the party to kill all enemies on this level and the two above, and they will start their own derro society on these three levels. Should this somehow comes to pass, the derro will call a meeting and decide to grant the party 30,000 gp in any easily constructed shapes desired (daggers, spears, bars, etc.).

W918. This huge circular dining hall smells of stale beer and rotting food. Fungus and mushrooms lie scattered about and can even be seen growing to the ceiling and walls.

The work shift is now on and the room is empty. The crates to the W are empty as well.

W919. (locked) This storage room is only one

quarter full of fungus, roots, and mushrooms. Several barrels of ale, beer, and water rest upon a squat bench.

W920. The floor of this room is pockmarked by pits, several of which are filled.

Six two headed trolls (hp 53, 51, 49, 45, 44, 28) and six giant trolls (hp 52, 52, 42, 35, 32, 26; Dmg 2d6 + 7 clubs). All but one two headed troll are asleep.

W921. (locked and stuck) A brass bed rests in the center of this room. The walls are cooled lava.

The efreeti spends his nights here. Upon the walls are carved many threats and cruel statements towards all on this level (except the other fire creatures which aren't mentioned). Threats include: 'I shall have you burned at the stake for 100 years Ogwal, let me pop that zit on your ugly face you stupid giant, do you pesky little derro want a light, burnt troll flesh smells like supper,' etc.

W922. This secret pantry is filled with food: roots, dried meat and vegetables, spices, fungus, mushrooms, etc. There are also 16 barrels of wine, ale, mead, and beer here. Only a small amount of the space has been emptied.

This is the reserve food of the bottom three levels.

W923. Small dirty sleeping mats fill every square inch of this two tiered room.

Sleeping here are 25 worn out derro (hp 21, 20, 20, 19, 17, 17, 16, 15, 14, 14, 14, 13, 12, 12, 12, 12, 12, 12, 11, 11, 10, 8, 8, 7, 7). They will not put up a fight due to exhaustion.

W924. A large table and several stumps are all you see here.

No guards are posted here now since the slaves are exhausted.

W925. A high bench, two high tables and some stumps sit before a fireplace. Upon the mantel are several dwarf heads (unruly slaves).

This is the fomorian barracks. The side rooms each have a single bed that fills the entire room. Under the bench are several giant sleeping rolls. No guards are asleep here at this time.

W926. A rust red bone table with bone chairs sits here. A nice meal finished here several hours ago.

W927. This temple reeks of evil emanating from the bone altar. A sacrificial table and many huge stumps fill the area. Behind the altar is a rust-red curtain.

Two half orc P7s (AC 2 field plate; hp 37, 28; THAC0 16; Dmg 1d4 + 3 (*+2 scythes*); SA spells, failure 25%, spells/level 5, 5, 3, 1) and two fomorian (hp 61, 48; Dmg 4d4 + 8 morning stars) with 1,000 gp gold necklaces are helping prepare for tonight's services. (Note that the priest at W928 will likely join battle if it erupts.)

The first priest has a 2,000 gp diamond false eye. The other priest carries a set of 20 black jasper gems (50 gp each) in his pocket. The gems are so permeated with evil that they each cause one hp of damage each when touched by a good PC. The curtain behind the altar will scream the cries of its past victims when touched by a non-evil being. These sounds require a save vs. spells or flee in terror for 1d10 rounds.

W928. The six locked cells have only three prisoners: one nearly naked dark elf and two dwarves.

A drow (hp 7) and two derro (hp 15 each) are held here. A half orc P7 (AC –3 field plate, *shield +3, boots of striding and springing*; hp 42; THAC0 16; Dmg 1d4 + 1 scythe; SA spells, failure 25%, spells/level 5, 5, 3, 2) considers himself the leader of this level. To state this, he wears a crown of jade (2,400 gp).

W929. A strange symbol is carved around a rust-red skeletal statue with green hair. To either side of it are stone blocks resting against the wall. A gold chest sits off to one side.

The statue is of Nerull. If the runes are broken, it will cast *ebony tendrils* (see *Greyhawk® Adventures* Hardbound Book) and *continual darkness* spells upon the center of the room. The chest (2,005 gp) is lined with an open *bag of devouring*. One stone block has a secret lid which opens to a stairway down.

W930. (locked) You enter a nicely decorated, though dark, bed chamber. Two beds, a shelf, and a desk occupy the area.

The shelves contain religious writings of Nerull. The desk drawers have writing equipment in them. Several notes will be found talking about the ruin on the third level above this one, the unlimited supply of gold from W907, the newly discovered gem mines deeper in the complex, the growing unrest of the efreeti at W903, and strange molten foot prints found in the deeper mines.

W931. (locked) Four cages line the hall here. They contain 1) an acid pocked troll, 2) four maimed dwarves, 3) a black cloaked figure, and 4) a stone box.

The troll is wounded (hp 42 (30)). The dwarves are actually derro (hp 20, 18, 14, 11). The cloaked figure is actually a half orc P7 (AC 10; hp 41; THAC0 16; Dmg 1d3 fists; SA spells, failure 25%, spells/level 5, 5, 3, 2). The priest will aid the party to overthrow the clerics of this level, then attempt to kill or capture them. The troll will attack anything. The dwarves will unconditionally surrender.

The box contains the priest's personal items: field plate, a *potion of ventriloquism*, and a bone box. Within the bone box is a *scarab of death*. The cleric was imprisoned for conversing with several two headed trolls about worship rites to Vaprak.

W932. (open) Two mutated giants are straightening this room up. It contains a stone sarcophagus, a rack, a fire place with irons, and a gold spiked slab of stone (200 5 gp spikes).

Two fomorian (hp 82, 67; Dmg 2d6 + 10 flail or 2d2 + 8 whip) are here, and each wears a 500 gp gold mesh belt. The sarcophagus has a lock on it and a hole at the top where boiling liquids or acid can be poured down upon the victim. Six flasks of oil and two bottles of acid (1d12/1d6 Dmg) rest to its side. Various small knives, pins, etc., lie about.

W933. Two giant beds rest against the walls here. Several gruesome pictures of beings in various torture machines hang on the wall, and a set of manacles are chained to the SW wall.

This is the two torture masters' bed chambers.

W934. (locked –10% PL and has a *glyph of warding* cast on it that will trigger three spell results: *cause deafness, cause blindness*, and *cause serious wounds*). This room is filled with many bottles, strange items, and two oily barrels.

The barrels are filled with lantern and greek oil. The bottles have various contents: 23 greek oil, 18 lantern oil, 29 empty, 15 acid (1d12/1d6 Dmg), a *philter of love*, a bottle of *sweet water*, and a giant-sized short sword (bastard sword classed) *sword of wounding*. There are also numerous bottles of poison (pick from the DMG).

W935. This curtained chamber has a nice bed, desk and chair.

The NW chamber has nine derro skeletons (AC 6; MV 9; HD 3; hp 24, 21, 21, 20, 19(x4), 18; THAC0 17; #AT 1; Dmg 1d6 pick; SD Y; MR Special; S M; MO -).

Eight golden statuettes of ogre magi (50 gp each) rest on the SE desk. They are coated with poison (Class *, Onset 1d10rnds, Str Death/(5 permanent)).

W936. A half orc is resting in a pool of water.

A half orc P7 (AC 10; hp 28; THAC0 16; Dmg 1d4 + 1 scythe; SA spells, failure 25%, spells/level 5, 5, 3, 2).

All of his items are in a built-in wall chest along the steps to the SW. This chest is locked and he wears the key around his neck. The chest contains field plate, a black/rust-red robe, a set of keys, and a *potion of climbing*. The only items he has near him are his 3,000 gp ruby *ring of efreeti summoning* (similar to *ring of djinni summoning*) and his scythe. If he is killed or the ring is taken from his hand, the efreeti will be free of servitude. This ring will also cease to hold its efreeti if more than one *wish* per month is asked for from the efreeti.

Tower of War, Dungeon Level 10 (WB00)

This level is the home of the nine ogre magi who are the leaders of this entire operation. The entire pyramid structure (inside and out, including the statue) is a relic and nearly indestructible. It has several powers which include those described under WB04, WB07, WB19, and WB16. It can only be activated by priests of Nerull, and the functioning of the statue's right arm to lift the pyramid requires Nerull's full and direct concentration. This pyramid is the capstone to the giant

spiral staircase which leads to the heart of the underworld. Entrance and exit to or from this staircase is protected by the pyramid. No magic (including *wish*) can move the pyramid by itself. The first 300′ of the spiral staircase is encased in adamantite which is attached to the pyramid's foundation, so attempts to dig around the capstone will prove futile.

This entire level is more like one room of a typical dungeon. As such, the monsters are all listed here so you can place them as you like. Chose from these suggestions.

1. Try to match the power of your party with the layout you choose.
2. Ogre magi: obviously if they are all asleep in their huts, they will be least effective. Alternatively, if four are at WB19, two at WB07, and two at WB16, they will be most effective.
3. Each ogre mage has a two headed and a giant troll assigned as his personal bodyguards. These will always be near him.
4. No monsters but Ogre magi will go past WB15.
5. Having a group of monsters already at WB05 will make a much more exciting and formidable opponent.
6. Placing the elite ogre archers at WB02 will be very effective.
7. The myconids will run from the violence and hide.

The Monsters of WB00

Ogre magi. Of all the ogre magi in the underworld, these nine are among the most powerful. Each has surpassed numerous tests (including disbelieving the fire at WB04), and has achieved the unheard of power of P9s in addition to their normal powers. (AC –3 drow, black *chain +5* and black *shields +3*); hp 79, 76, 75, 75, 74(x3), 73, 73; THAC0 16; SA spells, failure 20%, spells/level 6, 6, 4, 3, 1). Magic items: The first has a scroll of 5 spells level 1-6 and a *mirror of opposition* on the front of its shield for use on opponents. The second keeps a *tome of understanding* at WB18. The third has no magic items. The fourth has a *ring of protection +4 AC, +2 saves* which is cumulative with his "non-magic" drow armor for AC -7, and he also wields a *sickle +1*. The fifth carries a *potion of healing* and a *sickle +1*. The sixth has no magic items. The seventh wields a *sickle of venom +3* (treat as *dagger of venom* except for the +3). The eighth wields a *sickle +2*. Finally, the ninth wears a *girdle of fire giant strength* (+4 THAC0, +10 Dmg). Special prayers to the altar at WB17 keep their drow armor from disintegrating.

Nine two headed trolls (hp 61, 56, 53, 53, 52, 49, 48, 48, 47) and nine giant trolls (hp 56, 45, 45, 44, 42, 41, 41, 40, 38; Dmg 2d6+7 clubs) serve as body guards to the ogre magi. Six fomorian (hp 73, 71, 71, 69, 67, 67; Dmg 2d10+8 halberds) are general servants and guards. Each wears a 1,000 gp gold chain with a 2,000 gp jacinth attached to it around their necks.

Twelve elite ogre (hp 43, 40, 36, 36, 36, 35, 34, 34, 34, 33, 32, 31; Dmg 1d6+3/1d6+3) typically man WB02 and the top of the pyramid. There are thirty smaller myconids (HD 3; hp 20, 19, 19, 17, 17, 17, 16, 16, 15, 15, 15, 14, 14, 14, 13, 13, 13, 12, 12, 11, 11, 11, 11, 10, 10, 9, 8, 7, 7, 6; THAC0 17; Dmg 3d4), twenty medium-sized myconids (HD 4; hp 30, 24, 23, 22, 20, 19, 18, 17, 17, 16, 16, 15, 15, 15, 14, 14, 13, 10, 10, 10; THAC0 17; Dmg 4d4), five large myconids (HD 5; hp 35, 29, 26, 17, 15; THAC0 15; Dmg 5d4), and one enormous myconid (HD 6; hp 38; THAC0 15; Dmg 6d4). These are slaves and food producers (gardeners).

WB01. You stand upon a pyramidlike landing which lowers to the floor of an unimaginable cavern, easily 200′ in diameter and about as high. In the center of the cavern rests an incredible pyramid structure. It has an adamantite plate foundation. The sides run steeply up to a statue which stands at its top like some godlike guardian of this cavern. The 100′ high statue is of a skeletal figure with dull rust-red skin, a skull-like head, locks of dark green hair, green eyes, talons, and teeth, wearing a black cowl. It holds a red-veined sablewood staff tipped with a sickle blade in its right hand and a giant 10′ skull in its left. At the base of the pyramid is a 10′ wide notch which spouts forth a sickening black-red flame. Surrounding the pyramid are nine large huts which appear to be made of oozing tar. A couple of stone buildings lie to the NW. The only other item in the room is a giant adamantite U-shaped hook embedded in the ceiling above.

Nine giant troll skeletons (hp 46, 44, 43, 39, 39, 37, 30, 28, 22) serve as mounts for the ogre magi. Each has built a bone chair in the center of the troll's rib—the ogre magi ride in comfort as the skeletal trolls walk around.

WB02. DM's Note. This area is equipped with six large arrow slits. Since it is some 20′ above WB01, those within it can fire their weapons at anyone on the landing at WB01, on the stairs leading to the chamber's floor, or anywhere else within sight. (Those within 5′ of the wall directly below WB02 can not be fired upon).

The entrance to this room can only be gained by going through the opening at the bottom of the pyramid stairs at WB01 and climbing the 45′ ladder. A barrel of oil and a burning torch rests near the top of this ladder which will cause 3d6/2d6/1d6 damage (decreasing each round) to anyone in the shaft.

WB03. DM's Note. Note that the faint scent of blooming mustard plants will be smelt near here. An illusion covers these two pits making them seem like part of the cavern floor. The two slopes leading down to them and their sides are oiled, making them extremely slick (–50% climb walls). They are 50′ deep, but a fall into them causes only 4d6 damage as the PC will land on a mustard jelly (hp 48 and 36)

WB04. DM's Note. The fire here is only partially real. If a disbelieve attempt of a natural 20 is rolled, the flames will still be seen and heard, but not felt (including damage). To all others it will cause 6d6 fire damage per round (even to items).

The concealed door is an open archway concealed only by the flame. Also hidden by the flame is a ladder leading to the steep, narrow stairway that climbs to the pyramid's top.

WB05. A large catapult here is attached to the pyramid by a swivel base. However, the catapult is missing a winch—all that you see are two chains with hooked ends dangling from the boom. There are release rings on the catapult's base, but no winch to pull the boom down to them. A large box sits to the back of the catapult.

It takes two fomorian, three giant trolls, or four two headed trolls, to hand cock the catapult (THAC0 14; #AT 1/2; Dmg 3d12 rock or 5d6 *oil of fiery burning*). There are 50 rocks in the large box and 12 potions in a side holder.

WB06. A secret door on the bottom of the statue's staff opens into a hollow shaft with a ladder.

This passage climbs to the hand grasping the staff, runs through the hand, up the arm, through the shoulders, down the left arm, and into the palm where a concealed trap door opens up into the skull.

WB07. In the skull are two gold chairs (4,000 gp each) upon a gold platform (8,000 gp). The chairs each have gold mesh belts built onto them (seat belts) and are aligned so those sitting in them can easily see out the eyes.

Those seated in this skull can cause it to do various things based upon the number of priests at WB19. They can cause the right arm of the statue to move as if it were alive, repositioning the skull to anywhere within the arm's movement; this requires four priests at WB19. The arm will also snatch the skull out of the way of attacks both magical or physical giving a bonus on saves and AC equal to the total number of priests seated at WB19. Finally once per round, the skull can spit blobs of lava which will explode into fireballs upon physical contact; one blob per priest at WB19 doing 1d6 times the number at WB19. Every two blobs require the concentration of one being in one of the seats for firing.

In any event, those in the skull can use their normal means of attack out of the eye sockets.

WB08. This black tar hut has four tentacles radiating from it.

Treat the hut as a permanent version of the *ebony tendrils* spell listed under Nerull in the *Greyhawk® Adventures* Hardbound Book. They will not attack any creature which worships Nerull. Each hut contains a ghastly bone frame bed with sheets and blankets made of unspeakable things. The only other item in each is a sitting chair of solid gold encrusted with rust-red jacinth gems worth 9,000 gp per chair.

WB09. A dazzling swirl of colorful mushrooms, mosses, and various other fungi lines the floor and walls here.

All are edible if properly prepared.

WB10. Two large mounds of moss-covered stones rest on the floor here.

These are the myconid community mounds. Each mounds has a 500 gp moss agate which will cause a blanket of moss to grow in a 12′ radius wherever it is placed.

WB11. DM's Note. This building was supposed to be a barracks, but the trolls prefer to sleep on the ground, the fomorian and giant trolls sleep on the tops of the four buildings, the myconids sleep near their fungus, and the ogre magi sleep in the huts. The rooms are filled with bedrolls not currently being used.

WB12. (locked) This pantry is well stocked with roots, dried or salted meat, spices, mushrooms, and fungus. Two large barrels rest in the center of the room (one wine, one ale).

WB13. This dust filled room is obviously supposed to be a walk through dining hall. A bar lines either side of a walkway leading between two sets of double doors. Off to either side is a kitchen area complete with shelves, stove, a chopping table, and all necessary utensils.

This was to be a quick food stop for the underworld army as they made their way to the surface.

WB14. An eerie moss lines the walls here and produces a soft blue-white glow which illuminates two gardens of strange plants.

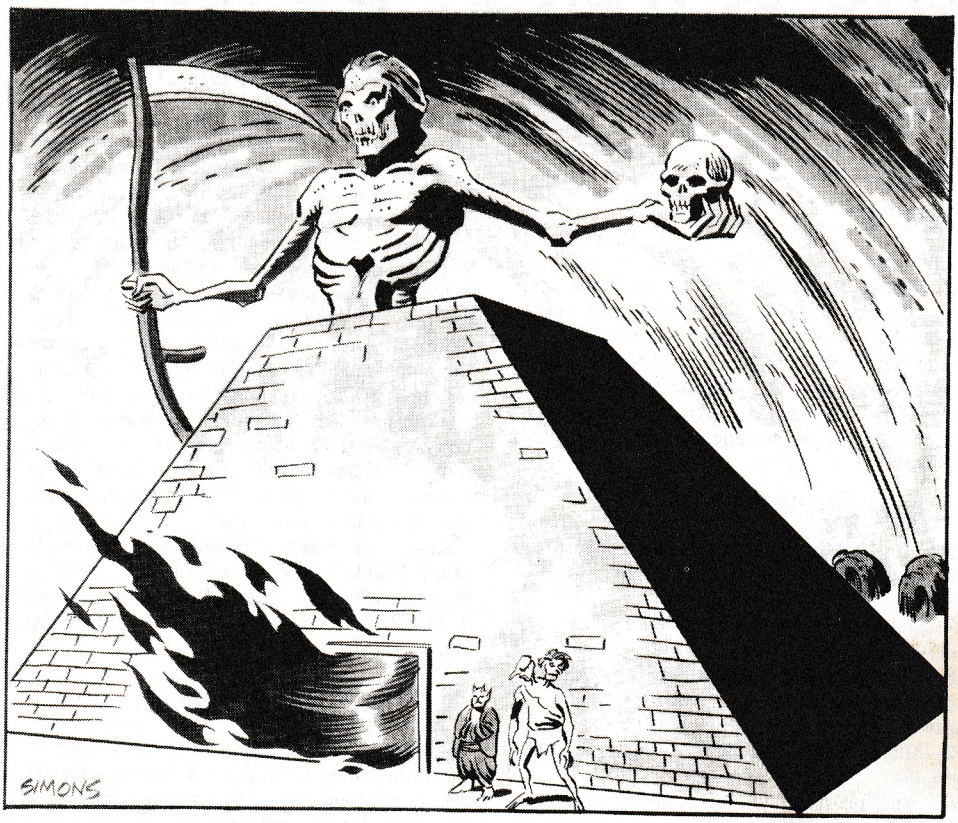
The plants are Tolokroot, a special plant able to grow with minimal light and which will produce large meaty roots of good nutrition if poor taste.

WB15. DM's Note. The temple is haunted by two powerful spectres (hp 59 each; Dmg 8 always; SD turn only on a natural 20 due to their relation with the temple). They search the temple for those not of the faith of Nerull. Even if destroyed, they will rise again, a turn later, from the altar at WB17. If *raise dead, reincarnation,* or *resurrection* are cast on both specters, they will not be able to reanimate from the altar, and slaying both will cause the collapse and ruin of the temple. These two spirits are the projection of the temple's power.

WB16. Four scintillating curtains hang to the NE, NW, SW, and SE (**DM's Note.** These will magically portray the chair above them at WB19 including anyone setting in the chair). Beside each is a torch held by a troll-like hand (the number lit will equal the number of priests at WB19). A circle of runes with five upon the floor is surrounded by five empty gold candle scones (each contains a 5,555 gp fire opal).

The troll-like hands holding the torches are actually crawling claws (hp 4 each).

If a priest of Nerull stands to the right of the sconce, the gem will burst forth flame shooting 10′ into the air with a roaring sound. While in this state, a priest is nearly impervious to attack (becoming part of the relic). If five priests are here, the magic circle will shoot forth a ring of fire. And if



all positions at WB19 and WB16 are occupied, then Nerull's avatar will be summoned within the magic circle and the statue atop the pyramid will fully animate. It will lift the sickle blade up to the adamantite u-shaped hook in the ceiling, hook it, and then lift the entire pyramid off its adamantite foundation to reveal a huge spiral staircase leading to the dark heart of the underworld. However, Nerull is now too occupied with Vaprak to perform such a feat, even if summoned.

The sconces can be grabbed and, if they are flaming, will destroy the priest which activated it if aimed at him (treat as WB04). Furthermore, any PC doing this will later be able to control the scone to flame upon command. The lit torches will have the same effect on its corresponding priest at WB19; however, it will not later remain useful like the sconces unless its corresponding fire opal is dropped into it. If the magic circle is aflame, treat as WB04 except that it does 10d10 damage. A *read magic* will reveal the nine names of Nerull, which, if said in succession, will almost always call his avatar to destroy the speaker (now he would only be able to *gate/teleport* in some horrid being to do this job).

WB17. Evil pours forth from this rust-red bone altar. A sense of death and foreboding fills your soul.

All non-evil PCs must save vs. spells or flee in terror. If a paladin or good aligned priest embeds a +3 or better magic weapon into the heart of the altar, the temple will slowly crumble and fall to ruin. The blade will be destroyed as well, but the PC will instantly increase a level due to the great stroke against evil he just performed. The staircase to the underworld will collapse as well.

WB18. (locked) A small shelf contains several books. Next to the shelf is a comfortable looking reading chair of gold and silk (800 gp) with a gold foot stool (80 gp) and reading table (235 gp).

The shelves each contain a tome of the teachings of Nerull. Also, the second ogre magi has a *tome of understanding* on his shelf which all the ogre magi have read.

WB19. Four flame jets shoot out of the corners of this room and nearly touch in the center over the opening to WB16 below. Between each of these jets sets a thronelike chair of bone. Each is set with a fire opal in its back (4,444 gp each).

When all four chairs are occupied by Nerull's priests, the flames turn rust-red and activate the powers of the skull described in WB07, and the four torches in WB16. When this chamber is activated, those seated here are nearly impervious to harm (becoming one with the relic). However, they can do nothing but concentrate on the power of the relic. The flames are identical to the flame at WB04. If any fire opal is destroyed, its flame will die (reducing the number and damage of blobs the skull can spit at WB07 and weakening its defensive adjustments by one). If touched by anyone who does not worship Nerull, that person will be drained of one level per round.

The Tower of Power

Once known as the Tower of Magic, these ruins challenge all who enter with strange magical forces.

Spells and Magical Items

Due to the effects of the obelisk on PB00, a d20 must be rolled for every magical event perpetrated in the Power Tower. Constant magic such as armor or swords need not roll. Magical items which were created in this tower are nearly immune to this effect as are the spells of those who have been in the tower longer than a year (only 10% of the time should they consult this table).

Magical Deviation Table

1—Magic backfires (example: *fireball* centers on the caster)
2—Magic fails
3—Illusionary effects (as *spectral force* spell)
4-17—Magic is normal
18—Magic works in strange but beneficial way (example: *fireball* creates volume of water & drowns opponents)
19—Magic has maximum effect: duration, damage, etc.
20—Spell has maximum effect and no saves allowed!

Priest Restrictions

The obelisk also blankets everything from P400 down in a cloak through which deities (except Boccob) simply will not see. Priests won't immediately realize they are being ignored. Thus a priest can cast spells here, but no new spells will be granted in this area, nor will any deity send aid to the PCs here.

Treasure from The Power Tower

Many of the most valuable treasures in the Power Tower actually belong to members of the Ring of Five (often Zagig). In the unlikely event that the PCs obtain a large number of powerful magical items, the original owners will likely want them back. As the PCs are on their way to town, you can have one of these powerful archmages use his powers to retrieve some or all of these items. The mages might show up in person or send some of their minions to retrieve the items. These events can be an adventure in and of themselves.

Statues of Boccob

All statues of Boccob were constructed in mysterious ways and have special powers. Each will answer one question about the Power Tower once to any group. However, the more useful the question, the more obscure the answer. As the DM, have fun with this, but be careful not to give away too much useful information.

Also, anyone who already worships Boccob and prays or performs other religious functions before the statue will bring it to life. It will grant them one random spell (1st level wizard spells for non-spell casters; wizard and priest characters will get one random spell of the appropriate type at a level one above their maximum ability, or a *wish* if they can cast 9th level spells). Only the most recent spell so granted will function and the PC will know of the spell.

Any attack or desecration of these statues will cause them to animate. They will cast one spell a round as selected by the DM but from a random level 1-9 (1d10 reroll 10s). Statues have 100 hp and are AC 0.

NPC Preparation

There are several powerful NPCs who live in the Power Tower. Their exact statistics are not given, only their level and character class. When it is clear that they will be important to your adventuring session, you may wish to flesh them out with specific spells and other abilities. The NPCs in question are the five priests of P119, the two fighters and thieves of P832, and the five wizards of P900. Suggestions are provided to make them fit the situation. You may wish to take NPCs from your campaign to maintain continuity with other adventures. You should design them only after you have read through the entire module.

Tower of Power, Dungeon Level 1 (P100)

P101. A two-level wooden platform rests atop two stone entrance walls. Two elves arm each of the ballistae, and nine other elven archers man the parapets.

Elven artillerists (4): AC 6; hp 8, 8. Weapons: Ballistae (2); THAC0 20; #AT 1/3; Dmg 6d6.

Elven archers (6 F1s): AC 6; hp 6 each; THAC0 19.

Elven archer sergeants (2 F4s): AC 5; hp 31, 31; THAC0 17.

Elven archer captain (F6): AC 3 (*elven chain +2*); hp 34; THAC0 15. Weapons: *long bow +1*, 12 *arrows +1*.

They will greet all who arrive and direct them to P103. If the PCs are hostile or attempt to open P102, they will attack and signal those at P104.

P102. A massive set of double doors stand before you.

These doors 3 feet thick, so sealed by time and magic that they would have to be broken by siege weapons.

P103. A finely crafted wooden fortress attaches to the side of the stone tower, obviously of elven make.

The rooms are: a) kitchen, b) storage/pantry, c) murder hall/roof access, d) entrance room, e) guard room, f) wizard's niche, g) barracks. All inhabitants are elves:
In the wizard's niche;
Elven mage (W(D)9): AC 8 (*ring of protection +2*); hp 21; THAC0 18.
In the kitchen;
Elven warriors (4 F2s): AC 5; hp 15, 9, 5, 2; THAC0 19.
In the guard room;
Elven rangers (3 R5s): AC 4; hp 41, 25, 16; THAC0 16.
In the entrance room;
Elven artillerists (2 F1s): AC 6; hp 7, 5; Weapon: Ballista: THAC0 20; #AT 1/3; Dmg 6d6.
Elven warriors (4 F2s): AC 4; hp 13, 9, 7, 5; THAC0 19.

There is standard kitchen equipment in the kitchen and standard foodstuff in the pantry, including a keg of wine and a keg of water. The extra weapons of the small fort are kept in the guard room. All items collected from recent taxes are kept in the wizard's niche.

The elves will only allow the PCs into "their" tower if the PCs first agree to give up one third of all magical items found or "play the game." The game consists of throwing a pair of crystal dice with the results as follows: (2d6)

2—lose all magic found
3—lose all but one
4-8—lose 1/2
9—lose 1/4
10—lose 1
11—keep all or trade for our "bonus"
12—keep all and get our "bonus"

The bonus is either a *staff of power* or *plate mail of etherealness* and *sword of sharpness*, or some other magical item depending upon what the party could use.

Read P105 before allowing the PCs to enter the entrance room (d).

P104. Standing here is a 15' high tower with parapets and a ballista. It is connected to a small

wooden fortress via a catwalk. The tower is builtatop a 6' high wooden tree trunk.

Ballista: THAC0 20; #AT 1/3; Dmg 6d8; it is larger than the ones at P101 and is armed by two elves: hp 9, 7.

Also on guard are three more fighters.

Elven fighters (3 F2s): AC 6; hp 14, 10, 8; THAC0 19.

P105. As the elves prepare to open the doors to the tower proper, you can feel the adventure lust and excitement overcome you.

The elves will become very serious when preparing to open the doors and will arm and man the ballista. If questioned they claim that this is only a precautionary step and has rarely been needed. They will inform the party to knock a certain rhythm on the door when they wish to exit the dungeon. They also request that the party hurry through the door right after it is opened. The elves will try to encourage the PCs, telling them that it is not as dangerous as they may have heard and there is great wealth to be found.

Upon opening the door an ettin (hp 58) will step around the corner. Have the ettin get a 10 on initiative so that it goes last and let the ballista automatically hit and score maximum damage (48) on the first round after all PCs and accompanying elves have had initiative. If it is still alive then the elven wizard will slay it. The elves will try to act shocked at such a powerful monster being found on the first level of the tower.

This has happened several other times as is indicated by the large chunks of missing wall opposite the ballista. The room is barren.

P106. A large table made of purple marble laced with gold swirls fills most of this area. The walls seem to be coated with purple soot containing flecks of gold. Upon a raised hearth is a fireplace against the far wall.

The gold swirls of the table will seem to move if observed for long. In actuality this table is an artifact and thus is nearly impervious to harm. Its use is a secret that only Zagig knew. If any wizard or cleric stares at it for long, he must save vs. spells with a -3 penalty or immediately forget one spell of his highest level. A successful save results in instant doubling of all memorized/bestowed spells for this day only. Subsequent successful saves have no effect.

If all in the room sit at the table, a gold symbol of an eye in a star will magically appear upon the table's center. A purple world with gold markings will form from purple vapor issuing from the eye. The fireplace will then alight with purple fire spouting golden flecks. Four illusory purple and gold guards will step from the flame onto the hearth. The world will begin rotating and ancient runes will start dancing across its surface.

The world is Oerth and the runes are names and numbers listing many things such as population density and type, mineral wealth, magical concentration, etc. However, this will not be apparent to the characters, for without Zagig's knowledge of usage the symbols appear random. All other features of this artifact are known only by Zagig.

P107. This room is empty.

P108. Three desks and chairs sit opposite a barren wall of shelves.

A necrophidius (hp 7) guards this room. This area has been ransacked by the wizards on P900 and PB00. Yet, one document was stuck to the bottom of a drawer it and was missed. This document is the original unsigned deed giving he who holds it ownership to a prosperous tavern called the Green Leaf in the foreign quarter of the City of Greyhawk. However, to validate the deed the document holder must also produce the "Green Leaf", which is currently on a shelf at P908.

P109. There is a railed dais in the center of this octagonal room. The walls, though once adorned, have since been ravaged. Four small incense niches still remain set into the stone.

If the dais is intensely scrutinized, a faint image of a crown on the SW edge of the dais or an orb and scepter on the NE edge of the dais will be seen. If they are continuously stared at, they will grow in radiance and brilliance until they appear white hot (1 turn). Then the image will suddenly burst forth, encasing everyone in the room in blinding light (save vs. petrification or be blinded for 1d10 rounds). The images will then be gone for at least an hour.

Long ago great pilgrimages were made to Castle Greyhawk to view two religious artifacts that were kept there. These rooms once held the artifacts which have since disappeared from the castle. The powers of the artifacts were so great and they remained atop the two dais so long, that their magic seeped into the very rock of the dais.

P110. A two-chambered royal cathedral stretches into the darkness ahead. All seems unnaturally quiet.

Fighters (4 F2s): AC 6; THAC0 19; Dmg 1d6 or 1d8 (long sword); *Weapons:* composite long bow and long sword.

These fighters have forgotten how to exit the tower (due to room P242). They have since gone mad and will fire arrows at all who enter. Two are elves and two are humans. One elf has a *cloak of elvenkind.* Their initial tactics will be to fire arrows from the balconies.

Each fighter has 2d20 sp and 1d20 gp.

P111. An altar with the symbol of an eye within a star upon it seems to float above the floor. Atop it is a cherry wood table (60 gp) and a lone crystal goblet trimmed in gold with the symbol of the altar (50 gp).

Below this magically floating altar is a hole that leads into a hollowed out spherical area. Here lurks a necrophidius (hp 15). It is commanded to kill all who do not openly bear the symbol of Boccob. The entrance to the area beneath the altar is only a foot in diameter; however, any who manage to enter this room will find a priest scroll of

faerie fire that was lost here.

P112. An altar with the symbol of an eye within a star upon it seems to float above the floor.

Beneath the magically floating altar is a pile of debris in which a small crystal chest (35 gp) is hidden (tossed aside by the fighters of P110 in their madness). Within are two burbur (hp 3, 2) and a small ochre jelly (HD ½; hp 3; THAC0 20; Dmg 1d2). Some characters may be wise enough to realize what a prize they have found; others will likely kill their treasure.

P113. Overturned and ransacked beds, stools, and even a dresser or two are all that are left of this barracks.

P114. A large sturdy desk and a blanketed bed are all you see in this secret room. Upon the blankets of the bed is the symbol of an eye within a star. Overhead a stout chain supports an iron chandelier.

These old priest chambers have previously been plundered of all items except for the silk sheets (20 gp) and pillow cases (10 gp) on the beds.

P115. This walk-in closet has a shelf upon which rests a small number of texts. Beneath the shelf hang ten cloaks. An old crate rests in the corner.

The crate contained ceremonial food at one time but is now full of yellow mold (hp 0).

The books are the teachings of Boccob (150 gp as a set if you can locate a priest of Boccob to purchase all 125 pounds of books).

P116. Ten cloaks hang beneath a shelf.

P117. DM's Note. Recently a large band of kobolds was forced out of the levels below and has taken over this area. Their numbers are quickly dwindling due to adventurers plundering the tower. They now number only 44 along with four weasels and 20 eggs: 26 kobolds (hp 4(x8), 3(x8), 2(x2), 1(x8); Dmg 1d6 (spear)). Two kobold guards (AC 5; HD 1+1; hp 7, 7; Dmg 1d6 spear, 2 each). 4 giant weasels (hp 20, 13, 13.) 13 females, 3 young, and 20 eggs are all non-combatants

The guards each carry a glass vial of poisonous insects which if thrown must save vs crushing blow or break releasing a 6' diameter area of insects (AC 10; hp 1(x10); THAC0 20; SA poison (save +4 or become violently ill, second fail indicates death). Illness persists for 1d6 days.

Each male kobold carries 1d12 cp and 1d6 sp. The guards carry 1d12 sp and 1d10 gp.
Chances and number encountered per room (until band is exhausted):

	Kobolds	Guards#	Weasels#	Females*
a	1d20	40%	10%	1d10
b	30% 1d4	5%	30%	1d6
c	-	-	-	20% 1d2
d	30% 1d2	-	5%	60% 1d4
e	10% 1d4	25%	10%	80% 1d2
f&g	-	-	10%	-
h	1d6	10%	30%	20% 1d4
i	1d6	5%	-	1d12

*every group of 4 females will have 1 young.
#Roll once for each guard and weasel still alive.

Room Purposes and Contents:

a. Old Dining Hall.

b. Old Kitchen.

c. Old Pantry. Now stocked with what food and drink the band could carry. The only thing fit for PCs is a small box of jerky (of unknown meat type!). The door to P110 is locked.

d. Old cooks' chambers.

e. Old priests' chambers. Now the two guards use these rooms.

f. Old closets. Now used as weasel nests. Each will be filled with hair, sticks, and other soft debris.

g. As f except hidden under the nest is a small locked jewelry box containing four 10 gp azurite gems and a 100 gp topaz. The box's catch is coated with contact poison (Class K, Onset 2-8min, Str 5/0).

h. Hallway. The door into P109 is barred.

i. Old Monks' Room. Now the infirmary in which all the eggs are kept.

P118 and P119—The Pyramids: Those wishing to buy magical items from members of the Ring of Five come to the pyramids outside the Power Tower. The walls of these temples have been blessed such that no spell save *teleport without error* or *wish* will allow entrance to them with one exception—the wall leading into the stairwell is perfectly normal, but it is here that one of the five priests of this area employs his *ring of spell storing* which contains only *pass wall* spells. The priests then deliver the customer to the wizards below who meet them on P400. These wizards themselves never go beyond P401. All but the head priest mistakenly believe that the wizards below are the actual Ring of Five.

P118. Surrounding a circle of runes are five white incense sticks in deep purple sconces. A staff rack holding three staves rests in each corner of the room. The symbol of an eye within a star is etched upon all four sloping walls.

Read magic will reveal that the circle was devised to protect those within it and to aid in questioning the gods. Most of the staves are all simple quarter staves placed here for aesthetic value as well as for defensive purposes. However two of them are *staff-maces* which are taken with the clerics when they go anywhere besides these two temples. If all the candles are lit, anyone in the circle will be trapped (as a *hold person* spell made permanent and without saving throw) until they are all put out. This will not be easy as they will become as rigid as if made of steel and attached to the floor. The flames will continue to burn even if encased in water. The only way to put them out is through magic, an honest request to Boccob, or by destroying them (25 hp each).

The incense sticks are typical however, the five sconces are each worth 50 gp to the right clerics.

P119. DM's Notes: This pyramid is home to the clerics of this area. The five who frequent this area can be found anywhere in either of these two pyramids. They might also be found on P300 (P326, P325, or P322) or on P400 (P401). You will need to place them as you see fit. They do not have to be encountered as a group.

The stats of these five clerics have been left for you to develop. This will assure that their ability and that of your party properly matches for the maximum enjoyment of all. All of these priests should be loyal to Boccob. Suggested levels are 7, 5, 3, 3, 2. They should be quite powerful and capable of defending themselves admirably against the party.

The rooms and contents are as follows:

a. A secret door hides a two way teleportal to P118.

b. This is the bedroom of the high priest. He has a personal library of miscellaneous sagely works (1000 gp value) and keeps an entire set of the basic teachings of Boccob (2000 gp value among Boccob's clerics). At his desk are personal philosophical writings and several letters to a group of druids in the Gnarly Forest. The letters speak of an entrance to the underworld found there. It goes on to say that several burrowing animals have reported that the old Greyhawk Castle has been talked about among the underworlders.

c. These two rooms are the sleeping chambers of the other four clerics. They are very plain.

d. This room doubles as a dining and meeting area. The wizards supply the clerics with bland but nourishing food and water kept in crates and barrels.

e. This room contains a great collection of sagely studies, the teachings of Boccob, and other notes and letters of knowledge. The books here can be read freely by the PCs and have a total value of 25,000 gp. However, taking any of them will result in the character being divinely cursed until they are returned. The curse will slowly cause a loss of all magical powers, then a loss of all memories except how to get to this library, then a loss of general knowledge (except that necessary to return the books). Only divine intervention or returning the books can cure this effect. However, several thousand gold pieces worth of the works could be copied in Greyhawk before the affliction became too great to withstand. The curse will affect all who come into contact or ownership of the books until returned.

Tower of Power, Dungeon Level 2 (P200)

This level was designed by Zagig to vent his eccentricities. Its purpose is to guard the crypts of M300 against pilferers.

P201. To the SE is a two tiered landing. In the center of this entrance hall is large pillar.

A lone troglodyte (hp 8) will hide on the opposite side of the pillar from the party. When finally discovered he will hurl a volley of javelins (-4 surprise) and run for P202. When all is ripe for ambush the four troglodytes (hp 11 each) hiding on the SE landings will hurl their javelins (again with -4 surprise). As the PC's turn to confront this assault, eight more troglodytes from P202 will attack. Note that troglodytes have a particular hatred of humans and will attack them first.

P202. A number of battered stools and mats lie about this room.

Eight troglodytes (hp 12 each; 2 long swords, 1 stone morning star, 1 stone battle axe, 4 claw/claw/bite) are stationed here. The false door conceals a crude trap which will fire four javelins when opened (THAC0 20, Dmg 1d4). If they miss the first target roll to hit one other in their line of flight.

The troglodyte wielding the battle axe has a key to the chest in P204.

P203. This room has ten dirty sleeping mats on the floor, a small keg on a low bench in the SW corner, and piles of cleaned bones in the other.

The ten troglodytes which sleep here are currently at their stations at P223. The keg is half filled with a vile troglodyte ale. Hidden among the bones are 1d20 each of cp, sp, and gp.

P204. This crude dining hall, nursery, sleeping chamber is filled with several tables, a couple of benches, sleeping mats, and many troglodytes. Many bones are scattered about.

The clan leader (HD 3; hp 15; #AT 1 (stone battle axe); THAC0 17) will be just getting up from a nap (this is why he was not in the ambush at P201). There are also 17 females (HD 1+1; hp 5) and 8 non-combatant hatchlings. Eight of the females will herd the hatchlings into the P205 as the rest defend the lair.

The leader has a cot in the E alcove. Under the cot is a doubly locked chest. One key is held by the leader, the other is held by the battle axe wielding troglodyte from P202. In the chest is 1700 sp, and 800 gp in gems (the largest is a 300 gp amethest).

P205. A small fire pit is carved into floor in the center of this room. Two heavy tables stand on the far wall on which set several small knives. Under the tables are four kegs. The kegs contain foul troglodyte ale.

P206. The stairway ends at a set of double doors.

Opening these doors will cause a gong to sound at P207 and a green gaseous poison will be released from the wall behind the door. Finally a *magic mouth* at P207 will say, "Alright soldiers, we will station ourselves here for one turn and if nothing appears for us to slay, we will move on." The gas requires a save each round in which PC's are on the stairs or in P206, those failing fall unconscious for 1d4 hours. The gas dissipates in one turn.

Note that wandering monsters will definitely show up at the sound of the gong to slay and eat those caught by the trap.

P207. A 15'x15' carving of a clown face covers the wall. It is jeering in a most menacing manner.

If touched, the permanent illusion cast on the clown face will make it appear as if the clown sticks its head out from the wall, animating. It laughs hideously, and says, "enjoy the mad house, kiddies."

Behind the wall on which the clown is carved (which is only four inches thick) is a hollow space in which sets a gong attached to a metal cord running to the doors at P206.

P208. DM's Notes. At each of the dead end passages is a jeering clown face similar to the one at P207. Under each is carved a few words in common. Regardless of whether or not the words are read, as soon as any being steps to where the clown face could see them its effects occur. Note that many of the effects will not become readily apparent. The effects and sayings below the faces are as follows:

a. "A weak decision"; -1 Strength.
b. "Oops, too slow"; -1 Dexterity.
c. "A sickly turn of events"; -1 Constitution.
d. "Dumb move"; -1 Intelligence.
e. "Foolish, foolish!"; -1 Wisdom.
f. "A disgusting selection"; -1 Charisma.
g. "A painful choice"; -1d4 hp.
h. "What an unskilled decision"; -1 level.
i. "A total loss"; most personally valuable item gone.
j. "There goes your love life"; gender change.
k. "Clown face"; PC's face looks like the clown carving.

All effects are permanent except K, which will wear off in 1d8 hours.

P209. A statue of a handsome man dressed in purple garb with gold trim stands in the center of the room. Along the walls is a large tapestry depicting an army of clowns being slain by a purple clad wizard.

If a character seeks the aid of the statue of Boccob in any way, it will nullify the worst (in the PC's mind) effect of P208 (except that of i) and will replace it by the effects of k. If the statue or the tapestry are mistreated, all effects on that PC will be doubled per occurrence.

P210. As soon as you step into this room all of your light sources (magical or other) wink out. Two great candelabra on triangular stone shelves to the NE spring to life jetting flame to the ceiling. A curtain depicting a clown eating pearls covers the SW wall. You also see ten pedestals on which rest glass cases filled with a light green glowing liquid—something floats in each one.

Under each case is written one of the sayings from P208. Each case contains a pearl which is linked to a specific clown face in P208 and controls its magic. If a character swallows a pearl that affected them, it will nullify the effects and cause a magnified opposite effect (see P208): a-f will add 1d4 to the ability, g will add 1d10 hp, h will add 1d2 levels, j will fix gender and the PC will be forever immune to gender change, but k will cause the clown face to be permanent. Eating a pearl which didn't effect you will cause the magnified effect to occur in reverse!

The candelabra are magical and when left sitting in a room will automatically quench all light sources (even magical) and will shoot forth flame to the ceiling (max 20') whenever the room is entered. The flames are warm to the touch, but not scorching, and other than giving light have none of the properties of normal fire.

P211. In this hall is a round table which looks as if it were carved from giant pearl. Something lies upon the table.

All items lost at P208i are teleported here and slowly devoured by the pearls of P210. Currently this hall contains: all of the PC's items lost at P208i, a bag of 150 gp, a *short sword+1*, a *dagger+2*, two dead ravens (once familiars), a *potion of extra healing*, and a *ring of regeneration*.

The table is worth 5000 gp but will magically disintegrate once removed from P211 or P210.

P212. (locked) At the top of this strangely split stairwell is a plaque which says in common, "Go wrong and all will go right."

Those walking down the left stairway will be imbued with a *levitate* spell which will automatically activate when needed (one turn duration). When the locked door at the bottom is unlocked, it releases the trap door below it (40' deep pit, 4d6 Dmg).

A bag of 50 gp and 20 sp is in the pit amidst bones and dirt.

P213. This room has a number of broken tables, benches, and stools. A fireplace is built into the NE wall.

P214. Before you is a small fountain. On the bottom of the pool is a carving of a clown's face.

Those drinking the water will feel compelled to search the maze of P208 until they come to P209 (unless they have already been there). Those with clown faces (see P208) drinking of the water will cause all monsters encountered to prefer them over all other targets.

P215. DM's Notes. A jermlaine (hp 4 each) waits in each of the four corners of this room ready to pull a rip cord attacked to a large net

overhead. This net is coated with honey and requires five rolls below a PC's strength to break free (he can roll as many times as he wants to in a round as long as he keeps succeeding). The jermlaine will then call the other ten jermlaine (hp 3 each) from P216 to aid them.

P216. A large relief carving of a clown face covers the NE wall.

Ten jermlaine guards (hp 3 each) wait here to attack those caught in the net of P215. They are not aware of the secret door and will be caught by surprise (-3 on surprise) if the PCs come from P211. They carry a total of 11 cp, 11 sp, and 3 gems (50 gp Moonstones).

P217. DM's Notes. Six jermlaine (hp 1 each) will each take a pass at PCs as they pass here cutting straps, belts, packs, or pouches. They will then pull a wall ring which will sound a quiet alarm to those in the jermlaine den (P219). These activities will likely not be noticed until 1d12 turns later when the slashed items begin to fall apart.

P218. The NW and SW walls are each lined with five doors.

The magic of this place is such that only the last door tried will be real; the rest are false.

P219. This large room is filled with little chairs, stools, tables, mats, cots, and other living necessities.

There are 12 jermlaine (hp 2 each) here as well as five giant rats (hp 1 each). The darts of this group are coated with poison (Type A, Onset 10-30 min, Str 15/0).

P220. DM's Notes. (Stuck) As the PCs walk along this spiral, they slowly shrink. After the final turn into room P220, they will only be 1/10 of their original size. Of course they will perceive that the halls become larger as they spiral inward. The magic only affects bipeds.

A group of eleven roaches have made their home at the center of the spiral. When the PCs encounter them, they will be far more formidable, so treat them as eleven fire beetles (hp 5 each).

All bipeds must make a save vs. spells +5 on the way out or remain permanently shrunk (effects: range of missiles and spells, damage of weapons and spells, strength, and hit points).

P220a. DM' Note. This trap appears to be a spiral hallway, running 50' between each corner. In actuality, it is a time and space trap. The spiral runs forever, and the PC's can travel into it for as long as desired. However, upon turning the first corner when trying to get back out, the 50' hallways will have suddenly changed into near mile long hallways. It will take 100 times as long to exit the spiral as it took to enter it. A party determined to reach the center of the spiral could find itself with a huge distance between it and the way out—they might die of starvation and thirst before getting back out.

P221. These two oak, iron bound doors have carvings of two jeering clowns. One arm of each clown runs to the edge of the door. The hands are made of iron and serve as clasps for an iron bar, but no such bar is present.

P221a. (locked) This door is identical to that in P221, except that there is a bar.

Even if the bar is removed, the doors will not open. Even more frustrating, they are locked with a lock that can never be picked nor even *knocked* as it is not a true lock.

P222. DM's Note. Attempting to open these doors will cause a bell to ring in P223 alerting the troglodytes there to ambush.

P223. DM's Note. If the alarm at P222 goes off, eight of these ten troglodytes (hp 12 each) will step through the one way secret doors, throw their 2 javelins and then rush to attack with teeth and claws. The other two will step into the hall, take the bar at P221a, place it at P221 (trapping the PCs), and return to slip in behind the PCs near P222.

P224. (Outer Ring) A curving passage extends out of sight to both the right and left. (Inner Ring) You see the image of a grasping hand above a wooden disk with a curved line all surrounded by a circle of runes upon the wall.

There are two P224s—they are identical. The three rings of the room are magical: PCs within the outer ring can not taste or smell (nor be tasted or smelled), those within the middle ring can not hear or be heard, and those stepping into the inner ring will be teleported to the other identical room. Casting *read magic* upon the runes reveals, "May the hand of Fharlanghn grasp you". The teleportal only functions if a being moves more than halfway into the place.

Once teleported, a being must come before either the fountain at P214 or the altar at P225 before they can be teleported again by these rooms.

P225. Three pillars support this room next to a three tiered altar. Carved upon the grey altar is the golden image of a spindle with three strands of thread coming from it.

This is a simple altar and has no powers. However, it is watched over by Istus and thus any acts here will likely be known to her. Her avatar or servants may appear if she feels it necessary.

As Zagig became more concerned about his aging body, his own fate and destiny gripped his mind. Coupled with his over unquenchable thirst for power, he eventually turned to the goddess Istus for direction. He constructed this section of the dungeon in her honor, at the same time his "madness" emerged.

P226. A simple wooden door with a golden thread which seems to weave in and out of the woodwork blocks the passage.

These doors can be easily entered, though getting back out may be a problem (see P227). As each one is entered, the character will feel more and more alone and isolated. Those past the first door will hear all others as mere whis-

pers. Past the second those same voices will be gone while visual images will seem misty and distant. Past the third and the character will find himself in a totally silent environment with no one around. All the walls here are a dull grey.

P227. You see a (pick a woman, hag, queen, peasant, etc) setting in a dull rocking chair weaving a strange fabric. Without looking up, she speaks and her voice seems to reach out to you and resonate in your mind, "What destiny do you choose (PC's true name)."

If the first words the character speaks are a statement about a desired future, (eg. I will find a great sword, I will become king of the Flanaess, I want 3000 gp etc.), then she will say, "open the doors of fate and you shall be predestined, fail at the third door and 'A' fail at the second and 'B', but fail at the first and 'C'. Do you accept my offer?" The penalties A, B, and C must be determined by you. They should become increasingly less severe based upon what the PC asked for and should all concern destiny or time. For example if the PC's response was 'wealth' the penalties might be A) you shall be robbed of something you hold dear, B) you will lose something of value, and C) you will not have enough money to pay for the next meal you eat. If the PC claims the will become king of the Flanaess, the penalties might be A) you will be constantly tortured for ten years by a beings from a lower plane, B) you never have and never will exist, and C) you will die within a day's time.

If the PC attempts to continue conversation she will simply fade away; when the PC leaves, the doors at P226 will be as they were and senses will return as lost. Otherwise, she will say, "open the doors of fate and you shall be predestined." Each door will be made of gold with the symbol of a spindle with three strands upon them.

There is a 50% chance of opening each door. You may make adjustments to this if you wish. If a failure occurs, the PC will see the hall and all in it rip as if it were torn from some page in a history book, they will then find himself standing in the hall before the original doors. In any event you need to make any acquired destinies (good or bad) come true if at all possible.

Once a character leaves this area, he will not remember any of the events and will report that P227 was empty except for a strand of thread he found there (and kept if he is now predestined).

P228. DM's Note. All three of these rooms have the same effects. As a PC enters this room he will feel a great sense of foreboding and will want to leave. Instead of telling them this, say in a rather saddened voice, "I'm sorry, you are going to have to roll a d4 and record the result." Then look at the module and make some negative exclamation. In the next room make them roll a d6 and then a d8. Try to make things seem worse as they go down, bluffing as best you can.

Actually, the farther the character goes, the better off he is, for once he leaves he will add up all rolls made—these are his "free rolls". Once any character turns back and leaves any of these rooms, he can never again gain the benefits of the rooms he didn't enter. Returning to this area also doesn't add any additional benefits.

Free rolls are actually an implementation of the good fate or promising destiny which these rooms bestow upon those brave enough to enter them. Any time the player wishes, in any situation calling for a die roll, he can reroll the dice, or request that the DM reroll his dice (if they have to do with the PC) thus using one of his free rolls. He may call for additional rerolls, but a PC may only reroll a reroll if he entered the d6 room, and rerolling again can only be done if he entered the d8 room. In any event, the total number of rolls is deducted from the characters free rolls. Note, rerolling should never cause a worse result. Rerolls can be applied to nearly anything (hit points, saves, DM's attack rolls on the character, etc.). These rerolls can't be used if they do not affect the character (they cannot be given to a friend for saves unless his failing would adversely affect the PC).

P229. DM's Note. Anyone attempting to open this false secret door will spring the trap causing the pit to open. Wandering monsters reset the trap.

P230. DM's Note. These doors actually open into a small area where a stun jelly (hp 18) is kept.

P231. Carved upon the two stone doors at the end of this hall are the words, "Doors of persistence."

These false doors are locked and the thief picking them will always fail. They were originally intended to lead somewhere, but when Zagig stopped working on this area, he just placed these words upon them as an inside joke.

P232. DM's Note. When this door is opened a jet of extremely potent magical gas is released. The gas causes those affected to radiate a hallucination to those around them. All in the area must save vs. poison at–10 or all their friends will think they see the affected PCs explode. Of course, this trap is intended to scare the party. The effects wear off in a couple of minutes. The gas magically forms from the terror caused by the clown section of this dungeon.

P233. Eight words are written in a strange spidery script which seems to radiate a faint light.

If a *read magic* spell is cast the runes will reveal, "I now empower you with the amber force!". At the end of the message is a *sepia snake sigil* cast at 19th level. The sigil will regenerate after two hours.

P234. The wall here is set back and a relief carving covers the area. It depicts an omnipotent wizard with an aged but peaceful countenance suspended in the air. To his right is a handsome man of indeterminate age clad in flowing purple garments (which are covered with golden runes that appear to move if the relief is looked at for long). To his left is a woman (she will appear different to every member of the party from an old crone to a noble dame). Both of these figures are looking toward the wizard and their gaze seems to fill him with peace.

This relief actually displays Zagig, with Boccob on his right and Istus on his left. Staring at the relief will calm the onlooker (save vs. spells or appear one year younger).

The effects work only once per year per individual. This alteration affects appearance only. A gem which Zagig used for years to halt his own appearance of age was later crushed and built into this wall. The construction here is among the most recent in this tower.

P235. Many small drops of water are slowly flowing down the inset SW wall. They are collected in a trough and flow into a large cask. From here the water seems to pour upwards into the very rock of the ceiling!

This water is absolutely pure and was once used by the Zagig's clerics to make holy water. For every glass of this water drunk, one hp of damage will be restored. When the cask is full (as it is now) water magically flows into the ceiling. If the cask is removed, it will magically teleport back to its current location in one week. It holds 21 days' water for one person.

P236. DM's Note. There are ten steps leading down to this landing (pit). The pit will hinge open when any weight exceeding 10 pounds is placed on it, and has counter weights which instantly close it. It is 30′ deep (only 2d6 damage due to liquid bottom) with acid in the last 2′. The acid will seep through all armor doing an automatic 1 point of damage per round. In several days all but glass will be dissolved. Walking around is 20% likely to cause 1d4 points of damage due to glass shards on the bottom.

Each round after the pit is first set off, step supports, starting at the bottom and going up, will silently fall away so that any weight upon the step will cause it to fold into a slide leading to the pit. Those in the pit must defend a THAC0 20 attack or be lit upon (½ Dmg to each). Ten rounds after the tenth step is unsupported, the trap resets.

The pit only opens downward (prying up won't work), and the underside is smooth and without cracks. The lid has 75 hp and weighs 250 pounds. Two potions (*oil of earth elemental invulnerability* and *delusion*) float in the acid.

P237. In the middle of this room is a 3′ pedestal of pink marble. Projecting from the top of the pedestal is a cylinder of metal upon which rests a magnificent ruby (1200 gp)! The walls of the room are dyed red.

If the ruby is removed, a loud whistle will be heard as 20′ of both passages slam shut, killing those in the passages who do not make a Dexterity check -2 to jump clear. The metal cylinder is

an air intake which releases the trap. If plugged with the ruby or another small heavy item, the walls will slowly open. Otherwise the occupants of the room will slowly suffocate (Constitution check each turn or fall unconscious and suffocate in 1d10 rounds).

Close inspection of the halls to either side of this room reveal red splotches from previous victims.

P238. A shallow well with rippling scintillating colors rests in the center of this room. Writing is carved upon the well. Several large oddly shaped alcoves lie about the room.

The writing says in common, "Zagig's wondrous wishing well". Anyone staring at the colors will become hypnotized (save vs. spells) and must take a drink. Once the water has been drunk, pass the player a note which says, "Be sure to wander into one of the alcoves before you leave this room."

When an affected PC enters an alcove, the following tatoo will appear on him: a) a scroll; b) a weapon; c) a statue; d) the number 1; e) a shield. Only one tatoo may be gained per character.

P239. Five stone statues stand in an unorganized manner about this room.

The statues are stored here from P240 and are all fallen adventurers. Later, the best of them will be taken to the wizards far below and turned to flesh as aboleth slaves.

P240. Another stone statue is haphazardly set against the wall.

This is another victim. As soon as the false door is opened, all besides the one opening the door will be teleported back to P239, the door between P239 and P240 will close, mist will shoot out of the wall behind the false door, and any tatoos gained at P238 will activate.

Tattooed characters must make a save vs. spells. Those succeeding will have the following effects: *scroll*) a minor magic item will appear or if the PC is a spell caster, his powers can be slightly increased; *weapon*) a special weapon (possibly magical) will appear or, if the PC is a fighter, his combat ability can be slightly increased; *statue*) all the PC's coins will change to higher valued coins or, if the PC is a thief, his skills will be increased; *1*) one can be added to one of the PC's assets (level, ability scores, hit points, etc.); *shield*) a special shield (maybe magical) will appear or the PC will receive some other defensive benefit (a dexterity increase, etc.).

Those failing will have the following bad effects: scroll) the PC's favorite magic item will disappear (or next gained will vanish after one day), or spell casters might have their powers decreased; weapon) the PC's favorite weapon will vanish, or fighters might lose some combat ability; statue) the PC will be turned into stone; 1) the PC will be decreased in one or more statistics; shield) the PC's favorite defensive item (shield or armor) will vanish.

P241. You are standing above a mud filled cavern. On the far side of this room is a man-made landing and a set of double doors. Along the entrance to this room and throughout the room itself are numerous mud splatters.

The false doors set off a gong when an attempt to open them is made. This will cause the ten mud men (hp 7 each) to rise up and defend their lair. It will also alert those in P242.

The mud and mud-men's existence is made possible by a *decanter of endless water* which is and has been on its "stream" setting for years. This bottle rests in the E corner of the room. It is upturned, pouring into the mud, and is rusty brown in color.

Note that the obliviax from P242 can attack here.

P242. A mound of mud nearly blocks the entrance to this room. Along the SW wall, shrouded by webs, is a barely discernable table. Inside the mound are the remains of a past victim of the mud men. Within this room are four obliviax (hp 1 each). There are also six living webs (HD 2; hp 7 each).

The table is ornate (250 gp and weighs 40 pounds). Upon the table rests 120 sp, 150 gp, and a wizard scroll of *hold person, suggestion, Leomund's lamentable belaborment* (x2), and *demand.*

P243. Illusionary wall.

P244. (Barred). A large spiny tree fills most of the octagonal area within this room.

A giant polyp (hp 25) rests here. Twice a day a *special unseen servant* (1 mile radius, Str 12, Int 8) will appear at 'a', unbar the door, get the wooden pail near the door, get water from P235, water the tree, and rebar the door.

Tower of Power, Dungeon Level 3 (P300)

All of this level is original construction except 325b.

P301. The hallway ends in a small mound of trash and debris.

A wererat from P302 is always stationed at this cleverly hidden peep hole (treat him as concealed, but elves don't get a free roll). The spy will inform his pack of the party's size. One of three tactics will be used to attempt to obtain the party as food based on their apparent strength. If the party is relatively weak, they will make an immediate attack from P304 then rear ambush from P302. If average, they will send a member from P304 to join with the party as a poor thief named Guadar whose party was lost in the crypts beyond. He will then attempt to send the party into P306, awaken the stirges, and then ambush the survivors as above. If the party is strong, the wererats will send out Guadar as above, but try to get the party to eventually sleep in P308 so his pack can assassinate them at night.

P302. Two mounds of stinking refuse and miscellaneous junk line the SW and SE walls.

This is home to 2 wererats (hp 17 each.) Trash from previous kills is mixed in among the rat refuse. All is worthless except 2 backpacks, 20′ rope, 3 iron spikes, and a rusted battle axe.

P303. Trash, dirt, broken tables, and stools litter the edges of what was once a kitchen. There is a well in an alcove to the NW and an old ruined stove opposite it on the SE.

The wererats have ransacked this room and use it as a trash bin. They still drink water from the old well; however, characters doing so will have to save vs. poison +5 or contract a disease. Mold lines the shelves and any who touch it will be infested with spores which cause all leather items on the character to sprout mold in 1d8 hours and slowly rot away in 2d4 days. Using fire, scraping, or other means will only delay the effect of the mold for a day because the mold is deeply embedded. *Curse disease* and like means will destroy the mold.

A forgotten crock rests atop a shelf. It is full of honey (20 gp value).

P304. You see a shoddy table and five old stools in the center of this room. Around the edge are five mounds of debris and old bones.

This is home to 5 wererats (hp 16 each.) The bones from previous victims include human, elf, dwarf, and halfling. Various chewed up and ruined supplies and a cache of 50 pp, 10 gp and 3 cp are hidden in the piles.

P305. You are on a 5′ entrance landing leading into a 20′ high chamber. To your left are a set of double doors. On the far SE wall is a large altar. On the wall behind it is an eye inscribed with a star. SW of the altar is a squad of giant statues.

The altar has been so consecrated that any non-evil being touching it receives the benefit of a *bless spell* (+1 morale, +1 vs fear, and +1 on all attack die with a 6 round duration). Any weapon which rests upon the altar for a round or more will be blessed with +1 magic ending 6 rounds after its next use. Evil creatures shun the altar as it does 1d4 damage per round to any who touch, harm, or attempt to desecrate it.

The clerics of Zagig used this altar to perform the final services before entombing the dead.

P306. Here is an exquisitely detailed squad of 20 giant statues. Each has one hand supporting the ceiling and the other wields a large club. Several have crumbled and are in ruin. Two of the others have been decapitated and the heads are not to be found.

When Zagig was founding this region, he was assaulted by hill giants from the Cairn Hills. In his anger he captured 2 tribes of giants (these 20) and for what ever mad reason had them stand in this formation as he turned them to stone. The fissure leading to P307 can only be seen if ap-

proached to within 10′. Any loud noises will attract the attention of the stirges in P307.

Because these were once real giants, the "artistic quality" is such that a head is worth 250 gp to certain art collectors and weights 75lbs. Note that the stone hair will be very brittle!

P307. The floor of this natural cavern is littered with golden coins.

The cavern is infested with stirges (16 total, 8 have 8 hp, 8 have 5 hp). They are all hanging upside down on the ceiling asleep and content from a recent meal. The first round they are awakened they will be –2 on surprise; the second round they can do nothing but defend due to drowsiness. However, on the third and successive rounds, they will fight to the death in defense of their lair.

The ground is littered with 800 gp from past adventurers (wererats have collected all other forms of treasure).

P308. This room has four military cots, a table along the NE wall, and two stools. A faint scent of garbage and decay lingers in the air.

The scent is left from the wererats. The supplies were taken from P304 and placed here in a tidy fashion by them, and anyone sleeping in this room will be attacked during the night by the wererats. Close inspection will reveal blood stains on the cots and floor from past victims. The door has an iron bar which can be slid in place from the inside; however, the wererats have loosened the fastenings so that steady gradual pressure from the far side will still allow access for an ambush.

P309a. This alcove contains a relief carving (15′x15′) of a great wizard with downcast eyes and a quite somber expression. Next to him lie two coffins in which rest a handsome elderly couple.

The picture is of Zagig and his dead parents. The secret door is the large stone slab which the relief is on. All 750 pounds (consult max press) must be lifted by the party to gain entry. This will take a round per foot to lift.

There are two levers inside P309. The right one will lock the door in place at any height. The left one causes a large stone to shift its weight, making the door weigh 1500 pounds, which the lock cannot support. Both levers are reversible, though the weight takes a round to move off the door.

P309b. An incomplete alcove and dais can be seen in this room.

This was originally going to be another altar for the final royal blessing, but Zagig's master stonewright was killed in the collapse at 'c' before completion. In his sadness Zagig threw the two pearls he was going to pay the stonewright into the alcove; they have since been forgotten (200 gp each).

P309c. Rubble climbs to the ceiling from an ancient cave-in.

Any prodding around here will require a d20 roll each round. If the roll plus the number of dwarves and gnomes aiding is 5 or less, then another cave-in occurs (save vs. petrification or be buried for 1d20 damage). Anyone receiving more than 10 points of damage must be dug out (risking yet another cave-in) which requires 1 round per character.

Buried here are 3 crushed dwarven stonemasons and the master stonewright. The 3 can be uncovered in three rounds of excavating. They have jeweled necklaces worth 100 gp each. The master requires 2 more rounds to uncover and has a 225 gp brooch and a *warhammer +3*. Also in the rubble near the master is a *cube of force* which is indistinguishable from the other small stones. It can only be found by *detect magic* after uncovering the master.

P310. The walls and hall of this area are dome shaped and as black as night. The center of the chamber is filled with a 6′ diameter circle of runes. To the NE is a life-sized, stone, red dragon's head attached to the wall and floor.

Close inspection of the blackness reveals that it is soot. The circle is magic and a *read magic* will discern "May ye wear the hide of a red wyrm". Anyone or thing inside the circle is impervious to heat or fire. Due to its size only three average-sized characters could stand in it at once.

Inside the right nostril of the dragon is a lever that, when flipped, causes the hinged jaw to swing upward. There is a round of delay between pulling the lever and opening. Immediately upon opening, a stream of flame will shoot forth and fill the room, passage to P309 and five feet into P309 (3d12 damage, save vs. dragon breath for half damage.

There are two nozzles on either side of the passage to P311. When the mouth is opened, these release a stream of colorless, odorless, highly flammable gas, and a striker in the hinges ignites the gas. Under the two nozzles are small levers which can shut off the gas. If this is not done the gas slowly builds until even a flame in P310 or P311 would ignite it (for 5d12 explosive damage). Also, if gas is flowing, on the 2nd and succeeding turns each character must save vs. poison or fall unconscious and suffocate in 1d4 turns.

P311. There are 11 alcoves here, each filled with an upright closed coffin. Two stone blocks rest in the middle of the room on which sit two ornate gem-encrusted coffins.

The central coffins have 1000 gp in gems each. These gems have a powerful curse on them which will cause any who carry them to slowly go mad unless the gems are returned and all defilement of the crypt witnessed by the gem carrier is corrected. Madness sets in one day after carrying the gems and is complete after 20 days. Those afflicted will begin muttering unintelligible childlike sayings. They will also start acting like a wizard (actual wizards will gain a level but will still go mad).

The two coffins on the stone block contain the remains of the male and female personal guard of Zagig's parents (even in death, these two still guard their charges). They are adorned in decayed garb that was once royal finery. Disturbing the remains requires a save vs. poison +5 or contract a disease.

Actually, the two stone blocks contain Zagig's parents. Entrance is gained only by breaking through them. On the respective blocks is carved "Mother" and "Father". Of course, most will interpret this to mean the remains of the guards. Both bodies and all items are covered in *oil of timelessness*. The Father's stone block contains 3000 gp in royal garb (being worn), a 5000 gp crown, a *long sword +4 defender*, a suit of *elven chain +3*, and his signet ring is actually a *ring of feather falling*. In the other hand is a black gem of unknown type of 3000 gp value that will explode (6d6 crushing damage in a ten foot radius save vs. petrification for ½) if taken more than 1000′ from the altar at P305. Zagig's mother wears a *ring of telekinesis* and a *ring of truth*. She has a scroll with *charm monster, Leomund's secure shelter, hold monster, Leomund's lamentable belaborment, guards and wards, Otto's irresistible dance,* and *succor*. The scroll tube is *fire trapped* for 1d4 +20 damage (Zagig in his younger days).

The rest of the coffins house the remains of various important relatives, servants, and friends of Zagig. All remains which are disturbed require a save vs. poison at +5 or the robber will contract a disease. They will also have 1d100 gp in treasure in any form you choose.

P312. The remains of a desk, chair, and set of shelves are here.

Once records were kept here.

P313. (Locked) There are two small cots and a blanketed bed here.

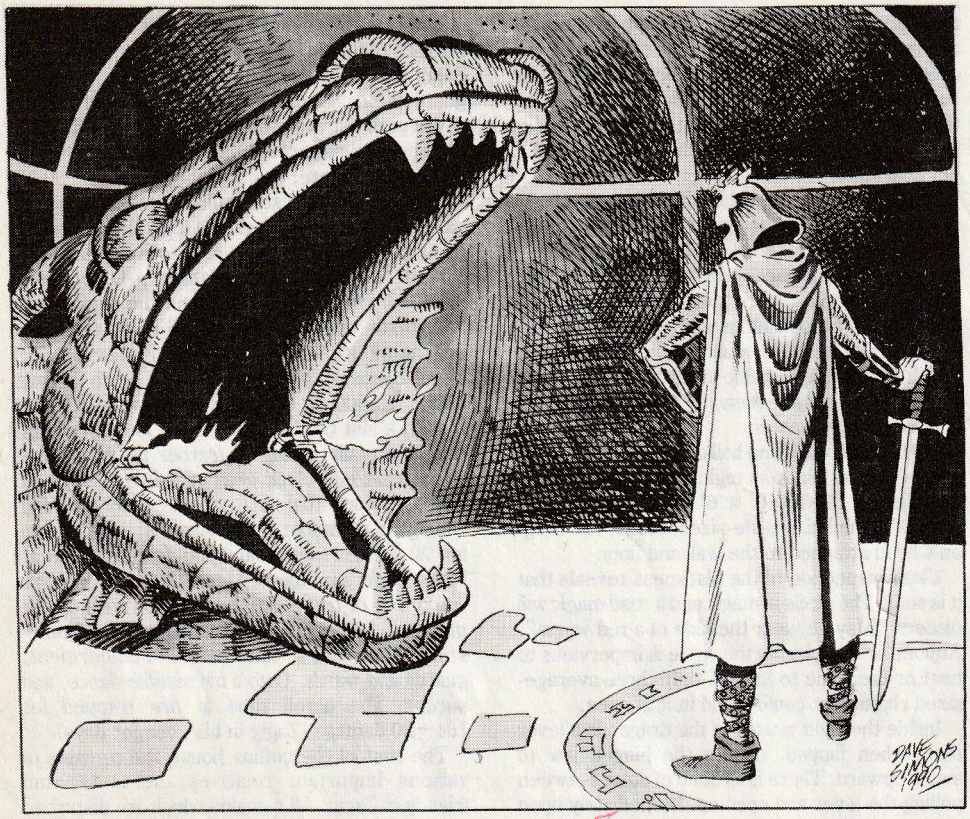
The top blanket is actually a *rug of smothering*. Like P304 this was once a crypt guard room. Since then it was at one time occupied by an evil priest and his associates who were trying to find the remains and treasure of Zagig's parents. In their frustration they released their evil wills upon the dead of the crypts and made them (with the aid of their foul deity) into undead.

P314a. You see a cave-in blocking all but the upper foot of the passage. On the wall near here is written, "Warning from Goand, warrior and leader of the Marauders 6 (now 5). Mummies beyond!"

This writing was by a previous party that fled in terror and fear. Later they returned here, locked the door, caved in the passage, and wrote the warning.

P314b. (solid iron, barred, and doubly locked) You see five coffins, one of which is open. There is a shelf along the NW wall on which rest three maroon pillows covered by three glass cases. A small chest sits against the SW wall.

In here are five mummies (hp 30 each). They



will defend the shelf area with their "undeath"! They will attack those closest to their magical items and will pursue only to P313 unless one of the items are taken in which case they will relentlessly pursue the thief.

They used to be Zagig's apprentices and upon death their greed for life and magic caused the supernatural forces to keep them in this state of undeath! However, their once vast wealth has dwindled and now they covet 2420 gp in a locked and poisoned chest (Type B, Onset 2d6 min Str 10/1-3). Their most prized possessions are the three magical items resting on the silk pillows (50 gp each) and covered with glass: a *philter of stammering and stuttering*, a *ring of feather falling*, and a *dagger +4*. These three items are all that remain of their once vast magical horde.

P315. You see 12 coffins before you.

They are all empty as this was the storage room. Their workmanship and materials make them worth 30 gp each. Any noise will attract the attention of the rats in P317.

P316. The door to this workroom has been forced and lies in a shattered mound. There are several woodworking tools within, but all the choice ones have been taken. Remaining is a chisel, a plane, 2 mallets, a hammer, and a toothless saw among lesser supplies. A half completed coffin rests against the wall.

Any noise will attract the attention of the rats in P317.

P317. An empty set of shelves line the SE and SW wall. A huge mound sits to the NE, and an alcove juts off to the NW.

Once used to embalm corpses, now this room is the lair of 28 giant rats (hp 4x2, 3x13, 1x13). They will only fight to the death if commanded by the wererats. They have +3 morale in their lair.

Noise in P316 or P317 will bring a few adults to investigate. Parties appearing weak will be attacked.

P317a. A huge mound of trash, bones, embalming herbs, spices, mummy cloth, wood, etc., provides a nest for the rats.

Strewn throughout the nest are 5968 cp which can be collected at a rate of 100 per person per round. After five rounds of collecting the party will find 2 swords: a *broad sword +2* and a *bastard sword -1*. All embalming supplies are ruined.

P317b. The floor of this strange alcove is filled with sand. Two sleeping rats lay here.

They are actually dead, dehydrated, and perfectly preserved. This is a magical dehydration chamber. On the 2nd and following rounds, anyone here will take 1d4 points of damage.

P318, P319, and P320. You see ten caskets scattered about the room. There are also three small empty wall niches.

Roll randomly for contents of caskets on a d20:

1-5: Body. 20% chance to be diseased, if disturbed save vs. poison +5 or contract a disease. There will also be 1d10 cp and 1d20 sp.

6-10: Empty except for dust.

11-13: A skeleton instructed to fight until enemy flees the room then resume its sleep. All of their blades are poisoned (Type A, Onset 10-30 min, Str 15/0).

14-16: Zombie instructed as skeletons. Hands are coated with contact poison (Type L, Onset 2-8rnds, Str 10/0).

17-18: JuJu Zombie which acts as zombie above (no poison).

19-20: Wight! Will pursue party throughout the crypts, only after a day of uninterrupted waiting will it return to rest.

The niches are empty of the religious paraphernalia that once rested therein, taken by previous grave robbers.

P321. The way is blocked by a cave-in which appears to have occurred recently.

It is 20' thick and glass shards will be found throughout the rubble from the explosion potions used by the Marauders 5 to create the cave-in. They were fleeing from two wights deeper in the catacombs. Beyond are five dead marauders with unremarkable gear save for two *short swords +1* and a *shield +1*. There are also 6 more rooms with contents as per P318-P320.

P322. (Barred from inside) Thirteen coffins line the walls except in the alcove to the SW. However, your attention is drawn to the 10 skeletons and 10 zombies which move to attack you!

Ten skeletons (hp 8, 8, 5(x3), 3, 2, 1(x3)) and ten zombies (hp 14, 12, 12, 11, 11, 10, 9, 8, 6, 5). The undead will attempt to force the party out of the room and reseal the door.

All the coffins contain bodies as in the P318-P320 descriptions.

P323. (Stuck but a 1' wide rat hole provides a look into the room.) Two cots and a small table are all in shambles here. A section of the wall has been masoned over with newer stone.

Definitely have a wondering monster encounter here if the party is in good shape. The masoned section requires 70 hit points damage to break through.

P324. (locked and *wizard locked*—9th level) On the NE, SE, and SW walls of this octagonal room are star symbols with eyes in the middle. Near the SE wall is a statue of a handsome man in garments of purple trimmed with gold runes.

The statue is of Boccob's avatar, and the star symbol behind him is a scrying device controlled by the priests of P100, thus warning them of intruding characters (see Boccob's clerics of *GREYHAWK® Adventures* hardbound book for details).

The secret door has a latch hidden inside the eye which, when pulled, causes the arms of the star to hinge into the passage beyond. They will automatically close in 3 rounds as if with a strength of 19.

P325a. (locked) A solid iron door which would look more fitting on a dungeon cell blocks the corridor.

The door requires 200 damage or bend bars twice in a row to force.

P325b. Before you is a 15′ diameter shaft with a spiral stone stairway (no rails) around it, descending into darkness. The steps are only 3′ wide.

The wizards always levitate up and down the central shaft. The stairs themselves are rarely used, are in poor repair, but are relatively sturdy. Unless much time is spent clearing the steps of debris, all characters must make a Dexterity check or tumble 1d20 feet down the stairs taking 1d10 damage. A tumbling character must make a second Dexterity check or fall into the shaft (falling damage for correct distance along the 40′ shaft). Anyone below a tumbling character must also make a Dexterity check or start tumbling themselves.

P326. A feeling of awe and mystery overcomes you as you observe this room. A two and one half story tall pyramid (25′) rests in the middle of a great circle of archaic runes. Atop the pyramid is a statue of a handsome man in garb of purple with gold runes. A triangular opening of blackness can be seen at the NW base of the pyramid. A shelf full of leather bound books with gold and silver runes lines a long recess to the NW.

The shelf contains old sagely advice on proper experiments for all priests to perform. Only 1 out of 10 work, and these are long, complex, and deadly! The ancient and technical language requires a successful Ancient Languages –5 and Reading –5 to comprehend. Experiments include such things as how to concoct bat breath, a method for making your *flame strike* blue or green, witch doctor curses, etc.

The one way secret door is a stone slab which can be rolled to the side, but which only has finger grips on this side. It automatically rolls back in place when left unattended.

The runes are a magic circle which, combined with the power of the temple, form an invisible barrier to all destructive or hostile magic as well as to physical explosions (to protect the crypts from experiments gone awry). If *read magic* is employed many phrases can be read such as 'back, you flying rock', 'fire be quenched', 'I am steel', etc.

The doorway of the temple is affected as if under a *continual darkness* spell. The chamber within is charred, melted, glazed, pockmarked, etc.

P327a. This fissure in the wall is only 5′ high, 3′ wide, and vaguely rhombus shaped.

Movement is at half normal and at least one free hand must be available to all with Dexterity of 14 or below. Full plate or equally cumbersome armor will have to be removed and carried or drug in order to navigate this fissure.

P327b. A small crack, 2′ wide, 3′ high, and rhombus shaped opens on the wall 4′ above the floor.

Characters must slowly crawl at 1/4 speed along this fissure and may not turn around unless they are halflings or gnomes. Further, all characters of dexterity less than 18 must have both hands free. No one can wear armor more bulky than studded leather here.

P327c. At the end of this claustrophobic crawl you come to a crevice some 6′ in height. A passage similar to that you just came through juts to the NW but appears to be a dead end.

Consult P328. Any open flame will burn with a slight flicker here. Only very careful exploration of this crevice will reveal that there is a hidden fissure in the top which, if squeezed through (no armor at all), allows entrance into the second level of this cave. It takes 2 rounds per person to traverse this crack, limited to one PC at a time. Of course noise will attract those at P328. Armor, backpacks, and other bulky items will have to be handed up and down one by one (roughly 5 items per round).

P327d. A natural chimney rises up and out of sight to the NW.

If the characters manage to climb the 20′ to the bend of the chimney, they will be dismayed to see that it narrows beyond use. The crystalmist from P329 are small enough to use this chimney and exit the pinnacle into the light (as could a PC if magically shrunk or gaseous).

P328. DM's Note. Two ochre jellies (hp 25, 15) are moving from P328 to P330 when they encounter the party. The smaller ochre is on the ceiling and will drop on the first character up the crack. The larger ochre will then ooze through the crack to drop on those below. Remember that AC's will be different due to lack of armor! The ochre jellies can move at full rate in P327c, unlike the PCs.

If this battle is long and violent, it will disturb those in P329.

P329. Along this passage are what appear to be glowing, aimlessly drifting snowflakes!

This is actually a swarm of 50 crystalmist (hp 1 each). They will most definitely be disturbed as the PC's attempt to use their passage.

P330. Jagged rock from an ancient ceiling collapse fills this wide passage to all but the last 3′. To the NW is a smaller passage which slopes upward.

Both passages are completely safe. However, those selecting the wider passage must crawl (1/4 speed) and will receive two points of damage from cuts on their knees if no armor covers them. The narrow passage has a very uneven ceiling and all must make a Dexterity check or smack their heads for one point of damage.

P331. The passage ends, and the floor is actually made of three large boulders.

If the space between the boulders is explored, it will be found that a tiny crawlspace exists (with restrictions as in P327c). After the first round of crawling, a character will be attacked by 1-2 of the six normal poisonous snakes (hp 7 each; SA Poison Save –2, Onset 1-4 rounds, incapacitating sickness for 1-12 days, can't climb and can only crawl at (1/10 speed). Getting an incapacitated PC out of this cave will be next to impossible without causing him much additional damage.

P332. The floor splits and a 20′ deep crack comes into view.

Mountaineering and thief climbing are rolled at a 20% penalty. Others will have to use a rope. The passage beyond is filled with large boulders which slow movement to half.

P333. The passage ends in a large sinkhole.

Those attempting to navigate the sinkhole without rope or climbing skill will have to make a dexterity check –5 or fall 20′ (2d6 damage) to the floor of P401.

Tower of Power, Dungeon Level 4 (P400)

Most of the levels from here to P800, are the results of an ongoing experiment conducted by the wizards of this tower. They have collected together evil beings from the three opposing philosophies of law, chaos, and neutrality. Each of the three were given a section of dungeon to develop as they wished (within certain parameters set by the wizards). Each wizard is assigned one of the three monster types to befriend and "pretend" to ally with. This wizard then brings the monsters' magical items to "aid them in their war against the other monsters." Through careful manipulations, (including *charm* spells), the wizards have convinced each of the three groups that the other two are out to utterly destroy them, and that the wizard alone can help them overcome their adversaries.

However, the wizards are very careful to maintained an approximate balance of power and might between the three groups. Their ongoing experiment requires the continuation of the conflict. They are studying the impact of various magical items and spell effects upon these three philosophies of evil: how they will use them, abuse them, waste them, if there is a dominant philosophy connected with magical warfare, the corruptions that occur, etc. This experiment has a second function as well, that of testing the wizards' creations. And of course the wizards have found this all quite entertaining.

The one thing the wizards quickly learned was that beings of the exact same philosophy (same alignment) don't necessarily get along well, and even prefer races that belong to one of the other two camps of monsters over the races they are supposed to be allied with. It has required major

diplomacy (and wizardry) to prevent this problem from interrupting their experiments.

The wizards have been adopted as deities by all three clans. The NEs have an acid lab on P700. Thus all verbeeg and half of the urd will carry a fragile vial of 2d6 damage acid which they will only use in emergencies; it is intended for troll protection.

P401. A short 15′ passage leads between a 15′ diameter shaft with a spiral stairway of stone without rails leading up into darkness and three circular alcoves. The alcoves contain an image of a grasping hand above a wooden disk with a curved line all surrounded by a circle of runes. A single door rests in the passage's side.

Read magic on the circle of runes reveals, "May the hand of Fharlanghn grasp you". The three alcoves are teleportals which only function if a being (not item) moves more than halfway into them. Each has a symbol carved in its floor. They are the symbols of SW-neutrality, NW-law, and NE-chaos. Stepping into one will cause a PC to instantly vanish. He will then feel as if he is in a void and must choose between left, right, or ahead. When the choice is made he will teleport to the chosen area as follows:

Teleportal	*Left*	*Ahead*	*Right*
Neutrality	*P411*	*P405*	*P425*
Law	*P432*	*P430*	*P436*
Chaos	*P442*	*P447*	*P449*

The path to law is the most worn.

P402. Upon opening the door, a cozy fire bursts to life in the fireplace. A book floats off a shelf along the far wall, and a chair slides back mysteriously next to a desk. There is also a table in the center of the room.

The movements are due to a permanent *unseen servant*. The book will open to the first blank page. This book contains a log of the magic items recently given to the various three factions, and their observed effects. The book is entitled, *52nd year, 5th month, Day of the impact study of magic and magical items upon the three philosophies of evil-kind, Initiated by Zagig Yragerne of the Ring of Five* The last dated entry was five days ago! The other tomes on the shelf contain a cumbersome set of 1st level wizard spells (pick a random 30), and a travel-guide to the Flanaess (outdated and filled with errors). The desk contains a quill and ink (the set is elaborate, worth 50 gp).

P403. This huge cavern is a disaster area. Many of its numerous stalagmites, stalactites, and rock columns have been broken, slashed, chipped, scorched, and melted. It looks like a great battle of magic and weaponry was fought here. Bits and pieces of bodies back up this hypothesis.

Seven piercers (HD 3(x2), 2, 1(x4); hp (13, 9), (10), (7, 7, 2, 1); THAC0 17 (3 HD) 19 (1-2 HD); per Dmg 1d6 per HD); cling to the ceiling. This is the battlefield between the three factions of evil. The body parts are those of fallen combatants. Most valuables have been removed; however, careful investigation will uncover up to 200 cp, 120 sp, 30 ep, 100 gp, 50 pp, 1200 gp in gems (all types), a *wand of frost* with three charges left, and a *hand axe +2*. All of this is well hidden in the cracks between the rubble piled on the floor.

P404. DM's Note. Several of the largest columns circle this central rock column. When the secret door is found it will reveal a circular alcove containing an image of a grasping hand above a wooden disk with a curved line all surrounded by a circle of runes.

P405. A black curtain covers the SE wall.

Mounted on the wall behind the curtain is a *mirror of opposition*. Around it are the skulls of the LE and CE bands.

P406. You see three huge ugly humans standing guard in the S corner.

These are three verbeeg (hp 31, 30, 26; Dmg 1d6 + 5 spears). In the west corner of the room is an urd (HD 3; hp 21; THAC0 17). As soon as he is aware of enemies, he will drink a single gulp of a *potion of invisibility* and then fly over the verbeeg with *dust of disappearance*. He will then open and shut the doors to P407, hoping the enemy will think one of the invisible verbeeg went that way. If someone does enter P407, he will shut the door behind them just as they trigger the trap there. He will then reset the trap and again open and close the door, hoping to sucker in another group. Also see P429.

P407. A 15′ hallway runs between two sets of double doors.

When the false doors are opened, the pit below opens and all overhead fall 20′ (2d6 damage). The pit automatically resets with counterweights if the triggering doors are shut. Each PC in the pit has a 10% chance per body falling in the pit of being squashed (half damage to both characters).

The pit lid requires 50 damage to break.

P408. DM's Note. (locked to the SE) When the NW door is opened, it will sound a shrill bell at P409.

P409. (locked) Several large forms lay sleeping on the furs that lay upon the floor.

Four verbeeg lay sleeping here (hp 28, 24, 23, 21; Dmg 1d6 + 4 spears). On the first round of awakening, they will be too disoriented to attack. One has a *potion of ventriloquism* which he may drink then make war cries behind the characters.

Under one of the furs (which is never slept in) is a 40 gp copper glob and a 200 gp silver glob (these were formed by pounding together copper and silver acquired by the verbeeg).

P410. Rubble fills and blocks what was once a passage.

The PCs can clear away half the rubble in about an hour. However, a slightly rusted, 6″ thick *wall of iron*, from the spell of the same name, blocks the passage at the halfway point. It will be nearly unbreakable with the equipment the party likely has.

P411. (locked) This room is half rough cavern, half smooth walls. A fancy altar with many runes upon it rests in the worked area.

This altar was constructed by the NEs in honor of the wizard which brings them magic and advice. If PCs teleport into this room, the NEs will act as if those PCs are the wizard (as he sometimes uses alternate forms); however, as soon as they lack any knowledge (such as a language) that the wizard has, they will become suspicious, test the characters, and likely ambush attack them. The current guards here are 4 urd (HD 3; hp 16, 15, 13, 13; THAC0 17).

P412. (locked, –10 to lock pick attempts) A narrow, locked iron door with a small barred window look into a prison cell. Within are three bipeds.

Three flinds (AC 10; hp 12, 11, 6) are held here. There is a dead norker on the ground (the flinds killed it). They are kept here until interrogated, tortured, and then one by one (so the others can here the screams of terror) fed to the carrion crawlers at P414.

P413. A strange looking wooden boom structure with a set of manacles on one end and a heavy weight on the other sits next to a ledge.

Two urd (HD 4; hp 17, 16; THAC0 17) stand guard here. They are always watching the pit to make sure the carrion crawlers don't try to climb out. A small niche in the wall on either side of the ledge holds a vial of *oil of slipperiness* to be used in such an emergency. If the PCs are encountered, the urd will swing the boom lift around to knock them into the pit. Since this device is used to lower manacled victims into the pit for the crawlers to feed on, the carrion crawlers will come running at the sound. If the PCs try and climb out, the urd will use the *oil of slipperiness* to prevent this. They will also yell for help at the first sign of danger (see P429).

P414. The floor is nothing but bones laying a foot deep interspersed with a few small boulders. Looking up you see an opening about two-thirds of the way up the wall; it could be another tunnel.

Any noise will bring the three carrion crawlers from P415.

P415. As you emerge through the small crack you found under one of the boulders, you find yourself in a small chamber which is just as bone filled as the place you came from. However, various items are mixed in with the bones.

Three carrion crawlers (hp 17, 16, 13) have their nest here. Items include broken wooden shields, broken daggers and swords, and strips of cloth. Among the mess is a 50 gp black jasper, 75 sp, and a *hand axe +1*.

P416. This natural cavern is damp and a slight air current rises up the natural chimney overhead. Several clean bones lay about.

This connects to the sinkhole at P333 above. The bones are from past victims of the carrion crawlers.

P417. You see a small cavern with a central rock column supporting it. The ends of several ropes extend about a foot out from behind the column. A few bones lay here and there.

This is actually one of two carrion crawlers (hp 17, 16). The bones are from past victims.

P418. The passage is blocked by large stones up ahead.

Small characters can squeeze through if they remove their armor, others will have to move the stones (*bend bars* required).

P419. A cracked ledge overlooks a cavern full of large boulders 14′ below.

The small chimney down connects to a passage leading to Z200.

P420. A large rock column supports the center of this cavern.

Three verbeeg (hp 29, 26, 22; Dmg 1d6+5 spears) wait here. One of the three is snoozing in the chair on the NE side of the column, he will awaken easily and be combat ready, the others will need a round to get prepared. There are several large (throwing) boulders lying around the edges of the room.

Set into a niche (concealed doors) in the column is a chest containing 700 ep, and a bejeweled *dagger +2* worth 1350 gp (lost by a previous adventurer, the verbeeg don't know of its magic). The concealed door requires a strength of 18/50+ to move the boulder.

P421. This dinning hall has two huge tables surrounded by sturdy benches and thick stools. About 7′ up on the 10′ wall are two ledges. On these rest small round tables with little stools and chairs. Several big humans are on the ground level, while a handful of winged creatures are seated above.

Three verbeeg (hp 29, 24; Dmg 1d6+5 spears) and four urd (HD 2; hp 12, 11, 11, 5; THAC0 19) are here, finishing a meal of eggs and meat strips.

P422. You have opened the door to a half stocked pantry. The shelves are lined with plenty of good food, from fresh vegetables and meat to pepper, salt, and other seasonings.

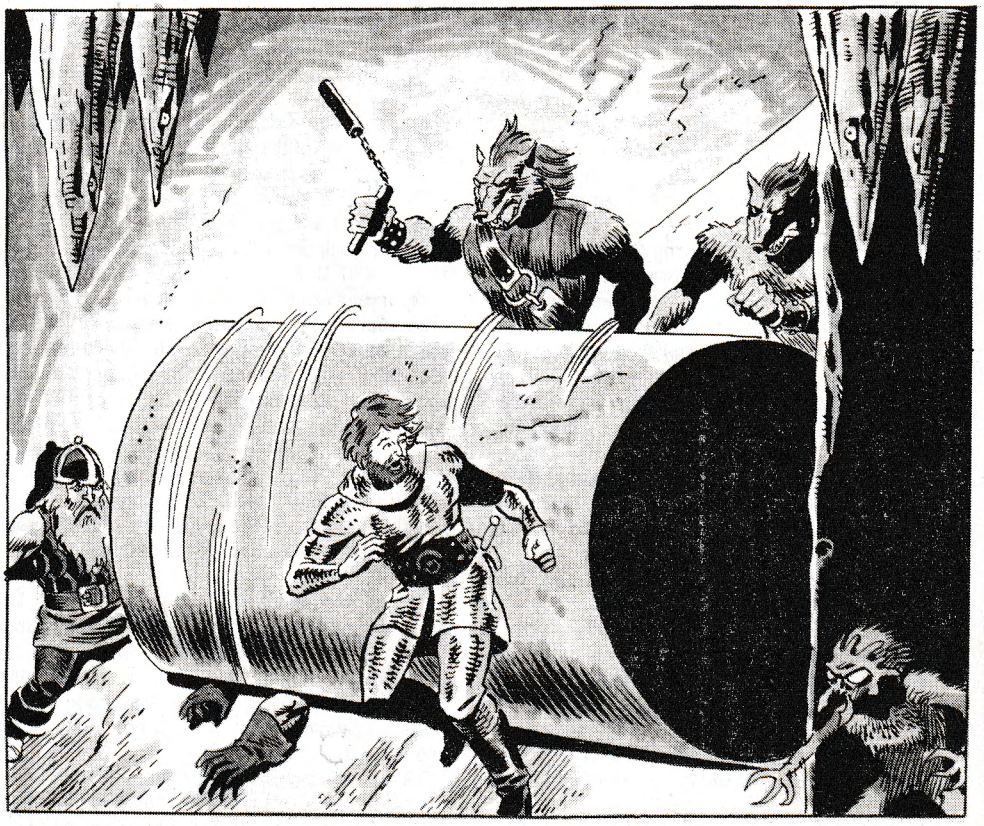
If the party hasn't been to P423, the verbeeg there enter from the NW.

P423. This kitchen seems to be made at two levels. There is a high and large vs. a low and small version of everything: stove, table, shelves, etc.

A verbeeg (hp 24; Dmg 1d4+3 heavy skillet) and two urd (HD 2; hp 8, 1; THAC0 19) are here. They are in the middle of serving a meal of fried eggs and meat strips. The food is of good quality, smell, and taste.

P424. This odd room has a couple of dozen small stone slabs attached to the walls at various heights ranging from 6′ up to within a couple feet of the 20′ ceiling. Two staircases lead up to a SE balcony.

Ten urd (HD 4(x3), 3(x5), 2(x2); hp (23, 18, 16) (14, 13, 8, 8, 7) (10, 8); THAC0 17 (3 and 4



HD) 19 (2 HD)). Six are sleeping on the stone slabs, while the other four stand guard upon the balcony. A pile of large (for verbeeg) and a pile of small (for urd) rocks lie on the balcony for missile purposes. At the top of each stairwell is a crystal case filled with *oil of slipperiness* with a small mallet chained next to it. Ten stones from each pile have been treated with *oil of impact* (+3 attack and damage). There are two more flasks of *oil of impact* with 5 applications each tied onto the balcony near the stones.

One of the highest urd beds contains a mound of 832 cp and five gems worth 850 gp total. The stairs behind the curtain lead to P500.

P425. A sheet of 6″ thick iron rests against the wall. Symbols of death and warning are carved upon it.

It would take a combined strength of 30 to move this. Behind it are three natural caverns. The wizards have filled all but the pointing finger room with a permanent *web* spell. They are otherwise empty.

Of course the verbeeg could move the plate and tear through the web, but the wizards of this area have forbidden entrance to this place. The web serves two purposes: first to dampen the sound between the NEs and the LEs, and second to serve as an indicator of illegal entry (shredded webs). The wizards don't want the NEs or LEs hearing the others through the wall and attempting to mine through to attack them. This area's wizard occasionally teleports here via P401 and checks the webs. He must then use his own magic (often *dimension door* from the finger tip to P430) to leave. This spell has been cast here so often that the wall at the tip of the finger will radiate magic. Burning the webs with the iron plate still in place will reduce the oxygen so much that the PC will pass out unless a constitution check -2 roll is made. Air will then leak in around the iron plate. The PC will come to in 1d10 turns.

P426. Two large beds rest at the far ends of this room. Above them, mounted on the wall are two smaller beds.

There are two urd (HD 3; hp 17, 14; THAC0 17) and two verbeeg (hp 28, 22; Dmg 1d6+6 spears) on duty here. One of each will be peering through the peepholes into P403, while the other two will be lightly resting on the beds.

This watch duty is so boring (most of the time) that the watchers must constantly rotate to keep alert. Note that if PCs are spotted crossing the cavern to P405, that this whole complex will be alerted.

P427. (locked) Spears of two lengths line the walls of this small weapons locker.

The small urd spears could act as javelins for PCs, while the large verbeeg spears would only be suited for very strong characters (strength 18/51+) or for use in ballistae.

P428. A large shattered door leads to a room that once held a 4′ high heavy set table and sur-

rounding bench. Now the table is upturned, burned, and has many holes in it.

A while ago an assault by the LEs managed to get into this complex and fight all the way to this room. They became trapped and were slaughtered here.

P429. A large sturdy table and bench fill this side room. An unrolled map is laid out upon this 4′ high table.

The five verbeeg guards (hp 31, 28, 27, 26, 23; Dmg 1d6+6 spear) are always ready. If they have any forewarning as to possible enemies (i.e disturbances at P406 or even P413), they will each drink a *potion of polymorph self.* They will initially chose the form of kobolds (1d4 damage) in hopes of lulling their opponents into a false sense of security. Also, one of the giants will quaff half of a *potion of fire breath* (2d10+4 damage once). The kobold/giants will drag their spears with them in case they wish to transform to a being large enough to use them (like their original form) before the duration ends.

A shelf under the table holds another five *potions of polymorph self.*

P430. Before you is a 15′ diameter shaft with a spiral stairway of stone without rails descending into the darkness. The steps are only 3′ wide.

The characters will likely think they are at P325. Even going down the stairs will not cause them to think otherwise, as the room they descend into on P500 is identical to P401 on this level.

P431. (locked to the NE) A stone roller of 6′ diameter and 9′ width rests atop a 5′ stone ramp. Two meenlock (hp 20, 14), and three flind (AC 3 (*splint +1*); hp 13, 11; #AT 2; Dmg 1d4 flindbar) are here. They will cut the ropes which hold back the stone roller if they feel threatened by anything coming from P403. The roller (MV 18; THAC0 10 (Dex AC adj only); Dmg 3d8) is solid stone, and those whom it fails to hit have either jumped it or stepped to the side.

P432. (locked, soot covered, *fire trapped* (Dmg 1d4+12)) The oddly shaped room is empty except for a well worn trail of footsteps leading from the center of the room to the door.

All the tracks are leading in one direction only, toward the door. These are from the teleportal at P401. The wizard has told all the LEs to stay out of this room since he doesn't want tunnelling from this room into P425.

P433. A four way intersection of 10′ hallways is just ahead.

Four flind (hp 16, 13, 11, 11; #AT 2; Dmg 1d4 flindbar) are at the guard station to the NW. They serve the triple purpose of guarding the treasure room and hallway and providing a delay so those at P437 can set up the defensive ambush with those at P435 (See P437 and P435).

P434. Stacked around the room in orderly little piles are 1500 cp, 1200 sp, 250 ep, 1005 gp, 175 pp, and gems: 10 gp(x10), 100 gp(x4), and two 500 gp peridots. There is also a jeweled scepter and crown resting in a locked black chest (1750 gp).

The LEs' strategy of placing their treasure here is that it is so close to the entrance that spies would never think of looking here. The danger is that loss of their 1st level would mean loss of access to this treasure room.

P435. This guard post has a round table surrounded by a wall mounted bench.

A meenlock (hp 17) and four flind (hp 15, 14, 12, 10; #AT 2; Dmg 1d4 flindbar) are on guard here. If they are forewarned, all but one flind will drink one of the six *potions of invisibility* which are in cabinets under the bench. The remaining flind will go to the door to P433 (potion in hand), open it, yell in apparent (or real) fear, slam the door, drink the potion, and run back to P435. Those at P437 will be waiting by the stairwell door. When the party comes through, they will slowly advance to attack. Of course, the invisible guards of P435 will then sneak up behind them (battle noises will mask all sounds) and ambush the PCs.

The table contains 8 sp, 15 ep, 6 pp, and a 10 gp garnet. Each flind has 1d10 sp, ep, gp, and 1d4 pp. The meenlock has twice this.

P436. You see a statue of a powerful-looking wizard. He is holding a silver tray upon which rests a shining dagger, several bottles, a ring, and a wand.

This is all a permanent illusion. However, the wizard that aids this area often teleports into the illusion (which is of him) and then steps out of it. A small platinum figurine which matches the wizard rests on a stone shelf to the E (450 pp). The figurine is empowered so that holding it and speaking the wizard's name (not found here) summons him.

P437. (SW locked) A gambling table sits near an alcove to the S.

A meenlock (hp 19) and four gnolls (hp 12, 10, 10, 10; #AT 1; Dmg 1d6 clubs) take turns peering through a built in peephole to P433. The others play a game of dice and stone plaques. There are 11 sp, 15 ep, 30 gp, and 5 pp on the table. Each gnoll has 1d10 sp, ep, gp, and 1d4 pp. The meenlock has twice this. If an enemy is sighted at P433, the meenlock will stay here to telepathically try to ward off any attempt at opening the door. He will also run and warn those to the NW of trouble as soon as the party moves to P435 or things look bad. The gnolls will all go toward P435 to implement their ambush (see P435).

P438. All around the room at 4′ height is a 5′ wide stone ledge. Upon the ledge and floor are numerous bedrolls.

Three gnolls (hp 15, 15, 9; #AT 1; Dmg 1d6 club) are asleep here.

P439. (barred on both sides (bend bars) and locked (-25 due to rust)) You see a nice room with four small beds, a desk, and a chair. A collection case of cruel looking knives is mounted over the desk.

All meenlock are currently away on duty. The knife collection is worth 1500 gp to a collector. The desk contains three blank sheets of paper. The door to this room hasn't been used in years as the meenlock simply *dimension door* through it.

P440. This empty room is dust covered except for a trail tracks leading from the N wall to the entrance way.

The meenlock *dimension door* between this room and P534 through a series of small hollowed out rooms (made by the wizards at the meenlocks' request). They have even carefully made steps against the wall so intruders would search here endlessly for a secret door through the wall.

P441. Three tables surround a central spit. Two of the tables have chairs at their heads which are higher than the stools which line the other tables. The room is unoccupied at the moment. Plates and mugs are neatly set at each place. Four barrels line the entryway.

The spit crank is magical. When cranked it will cause a fire to come into existence and an animal of choice (pig, cow, horse, pheasant, or dog) will show up dressed and gutted on the spit. It functions once a day. The barrels contain good water, ale, wine and beer.

P442. An open pit looms ahead. Rubble lines both sides of the pit, making passage seem dangerous.

The rubble is actually well packed. The pit is lined with spear-length stakes placed so that any fall into the 20′ pit will case 3d12 damage and the victim will be impaled (must break off 1d4 stakes or remain stuck).

P443. Five humanoids whirl to confront you. The swords of the two in front leap from their scabbards and appear in their hands.

Five bugbears (hp 22, 14, 10, 10, 8; Dmg 1d8 long swords, see below). Two of them just found two magical swords which the LEs left near their entrance. They are a *cursed sword +1* and a *cursed sword -2.* They are now on entrance patrol in order to prove their bravery so they may keep their "magic weapons".

P444. This room is filled with a stinking mound of refuse.

A neo-otyugh is tossing a new load of dung around in blissful glee (HD 9; hp 38; THAC0 11). All fighting in this room must save vs. poison or vomit (no action that round), and once failed a PC must roll again each round until successful to stop heaving.

P445. Large stone bricks are stacked up to the ceiling along this wall.

Behind them, a coating of lead has been melted onto the wall. This is all to protect against the meenlocks' *dimension door* abilities and telepathy.

P446. This room must serve as a crude dining hall. Slabs of rough cut stone surrounded by stump shaped rocks act as tables and stools.

Crates and barrels set haphazardly throughout the room. Some are opened to reveal rank half eaten meat. Mugs and crockery lay about, some broken, some spilled, others resting on the filthy tables.

Six bugbears (hp 23, 16, 16, 13, 11, 9) and two trolls (hp 41, 40) have been drinking here for some time. Three of the bugbears and (amazingly) one troll are completely inebriated (AC and attacks are at -2). The troll will sober in five rounds due to its regenerative properties.

P447. A pile of rocks line the edge of a ledge overlooking a natural stairway down.

Three bugbears (hp 12, 10, 9) will push the rocks on invaders from below (THAC0 15; Dmg 1d12).

P448. You see several dirty mats, furs, and sleeping rolls. Some are occupied.

Scattered throughout these three rooms are 13 bugbears (hp 22, 20, 17, 16, 16, 15, 14, 13, 13, 12, 9, 9, 7). Several have magic weapons; a *scimitar +1, long sword +2, cursed battle axe -1*, and a *broad sword +3*. The bugbear with 20 hp employs a *shield +1*.

Hidden in various nooks, crannies, and under stones are 800 cp, 50 sp, 60 gp, and a black bag with 14 pp.

P449. Two tough looking trolls eagerly step forward to do battle.

There are two trolls here (hp 45, 42). One wears a *ring of fire resistance* and a *ring of vampiric regeneration*. The other will drink one of its three *potions of fire resistance*. It also carries two *potions of extra healing* (which are compatible with the fire resistance). These trolls are referred to as the "Guardians" by the others of this area.

P450. Several trolls lay sleeping in hollows in the stone floor. One is awake but has its back to you.

There are 5 trolls here (hp 41, 37, 37, 28, 28). Hidden amongst the rubble and in the filth at the bottom of the hollows are a total of 1400 gp.

Tower of Power, Dungeon Level 5 (P500)

All of the golems on this level are commanded to defend themselves if attacked.

The central area of this level is only used by the wizards and their prospective customers. The buyers are taken through this place on the magical teleporters downwards to confuse them, awe them, and frighten them. Of course they are already completely lost due to the teleportals.

P501. DM's Note. This room (including description) is identical to P401, with the following exceptions. The symbols carved in the floor are NW-law, NE-chaos, and SE-neutrality. PCs will be teleported as follows:

Teleportal	*Left*	*Forward*	*Right*
Law	*P611*	*P533*	*P534*
Chaos	*P544*	*P540*	*P504*
Neutrality	*P527*	*P519*	*P521*

The stone is equally worn to all three teleportals.

P502. DM's Note. This room (including description) is identical to P402, with the following exceptions. The floating book is a log of observations on the three evil factions. The book is entitled, *52nd year, 5th month, Day of observable social behavior and assumed causes of such behavior among the three philosophies of evil-kind, Initiated by Zagig Yragerne of the Ring of Five.* The last dated entry was three days ago! The other tomes on the shelf contain an index of creatures and their various names they've been given throughout the races of human, elf, dwarf, gnome, and halfling kind. If a PC studies this, he can then make an intelligence check when encountering a new monster, success means he knows its name (ie. kobold, goblin, minotaur, etc.). The desk also contains a small book which has these phrases hastily written in it: 'Zagig commands you, rotate, don't rotate, twist, aren't they beautiful'.

P503. Before you is a 15′ diameter shaft with a spiral stairway of stone without rails descending into the darkness. The steps are only 3′ wide.

P504. You are in a 10′ cubic room with no doors or windows.

Besides the two secret doors, the ceiling of this cube is an illusionary wall. Above the illusion is a bullet shaped room with a carving on the wall of a grasping hand above a wooden disk with a curved line all surrounded by a circle of runes.

P505. This long hallway dead ends ahead.

The last 5′ of the hall appears to have no exits, though tapping will reveal a "hollow" area to the NW or SE. The 15′ before this box end is actually a set of illusionary walls on both sides. All but a narrow section of the NW illusionary wall conceals a 30′ pit (3d6 damage). The pit opens into a 10′x 10′ bottom in which two flesh golems (hp 40 each) are instructed to kill all who enter. The pit walls are coated in lard (-75% climbing).

P506. Many strange bottles and bags fill the middle of a set of shelves to the NE. Above them are several ivory tubes and three sets of books: leather bound, iron bound, and stone bound. A large block of iron rests to the SE. Laying upon it is a 9′ tall stone statue of a mighty warrior. The statue is held to the table with iron manacles built into the iron block. In the center of the room stand two large zombies.

Two flesh golems (hp 40 each) will attack any who enter here without first saying, "Zagig commands you." These must be the first spoken words.

Note: the party will likely not realize what a treasure trove they have found and will thus likely miss one of the real stockpiles of wealth in this dungeon. That's okay. Only really resourceful players should benefit from this room.

The statue is for the creation of a stone golem. The items on the shelf are worth 45,000 gp to the right wizards as they are most of the necessary components for golem construction. The three sets of tomes describe how to fashion flesh, stone, and iron golems. They would be worth 20,000, 30,000, and 40,000 gp respectively to the right wizards. They are vast in size (requiring months to read) and weigh 1000, 2000, and 4000 pounds respectively because of the sheer number of volumes and the unusual binding. Finally, the ivory scroll tubes (60 gp each) each contain one scroll with one spell on it: *wish, polymorph any object, geas, protection from normal missiles, strength, slow,* and *cloud kill.* These are all the spells needed to create any of the three types of golems provided for. The manacles are all *wizard locked* at 25th level (one of the Circle of Five).

P507. You come to a strange 'T' in the passage. However, both passages are only 1′ wide, curve out of sight, and are filled with iron stakes. The stakes are alternately embedded in the two walls in a very orderly pattern. Before you is a set of double doors.

The doors swing inward but to a maximum of only about 30 degrees.

P508. A large red pillar with flames carved along it supports the center of this 30′ diameter round room. The floor is made of pink marble, all except for the area 3′ from the pillar which is red like the pillar itself. The two colors are separated by a seam. The walls are lined with thick, sharp iron stakes which gleam with moisture.

The stakes are coated in oil to prevent rusting. Even the back sides of the doors are spike infested. Each of the alcoves to the NE and SW are manned by an iron golem. If the first spoken word is not "rotate," these two will begin spinning the room (everything spins except the pillar and red ring near it). Each round the centrifugal force will worsen.

Round	*Effects*
1	none
2	doors slam, Str/Dex check
3	Str/Dex check -1
4	Str/Dex check -2
5	Str/Dex check -3, pillar area flames for 1d6 damage
6	Str/Dex check -4, pillar area flames for 2d6 damage
7	Str/Dex check -5, pillar area flames for 3d6 damage
8	slows, no checks or flame
9	stops (happens to be towards P509)

Characters may make either Str or Dex checks (take best). Characters against the walls or standing on the red stone (which doesn't move) don't need to make checks. If a PC is on

the pink area and fails a check, he will be flung against the spikes for 1d6 per Str/Dex penalty (eg. 5th round, -3 penalty is 3d6Dmg).

P509. Seven large statues stand in very bizarre artistic poses with arms stretched upwards or outward, balancing on one leg, etc. Three are of flesh, two stone, and two iron.

These are all golem shells, however only one flesh and one stone golem are actually animated. These will attack if the first words spoken are not, "Aren't they beautiful".

P510. The stone passage, narrows, becomes cylindrical, and is now made of silver bands of metal running the length of the passage for nearly 50'. Your nose and throat start to burn a little and your eyes begin watering.

Those walking out on the metal without first saying, "don't rotate," will cause the two stone golem on the ledges below this cylinder to begin spinning it. This causes a trough of oil to spill into the tunnel. Each PC must make a Dex check every round—the number below your Dex is the maximum number of feet you can move, if over your Dex it is the damage you take from tumbling. On round 2 and following rounds, one of the metal bands will be peeled of by the golems. The number of bands gone means the following:

Bands	*Failed Dex effects*
-1	hand slipped in; -1 penalty next round
-2	leg slipped in; -2 penalty next round
-3	two arms or leg to thigh slipped in; -3 penalty next round
-4	Small races fall through; others -4 penalty as legs slip
-5	All but big human fighters fall through; others -5 penalty.
-6 +	Fall through if fail

The pit below contains a mild acid (1d4 damage each round). All items must save, heavy characters may sink and drown. The golems will not attack unless attacked or threatened.

P511. (locked) A red carpet stretches from the door to an altar hewn from purple stone. A gold set of holy items rests upon it. To either side is a fountain.

The altar is to Boccob. The NE fountain is spewing forth *potion of extra-healing* while the SW is spewing *potion of vitality.* The gold holy items include a 60 gp holy symbol, five 10 gp incense bases, a 25 gp sting of prayer beads, and an 80 gp pitcher which will once a day cast a *permanency* upon any liquid placed within it. The fountain's liquids will become normal water as soon as they are placed in any container (besides someone drinking them, and the pitcher).

P512. DM's Note. Identical to P410.

P513. DM's Note. Just like P515 except once it gets to its opening, it will drop a few inches and lock in place, then two gray oozes (hp 22, 19) will fall out of their "cage".

The wizards love disposing of false customers by sending them in this room with a golem to rotate the trap. Inside the gray ooze room is a lever which, if pulled, will release the room so it can twist back to open, and will cause the oozes to crawl back into their "cage".

P514. Two openings exist in the side of this room. Against the far wall rests an ornate divan with two stone statues at either side. All rest upon a foot thick slab of red quartz.

The golems will activate if, "twist" is the first word spoken. Each will then march to the circular alcove nearest it, wait for a few rounds, then operate the one way doors there.

The divan is made of the finest dark hardwoods and upholstered in deep blue silk and satin (3500 gp). The wizards often rest here with prospective buyers and renegotiate prices.

P515. This is an odd alcove. Only 15' across, and yet the center is supported by a hefty corrugated pillar. Around the base of the pillar about 6" out from it are 4" high metal plates mounted vertically into the stone floor. There is a small seam between the pillar and the ceiling or floor.

There is also a practically unnoticeable seam running around the entire entranceway. If a Str of 22 is applied to the plates (foot holds) while twisting on the pillar, the room will rotate about the pillar (i.e. the pillar is stationary and you are using it as a base to shove the floor around by pushing on the metal foot holds). The room will rise ever so slightly as the twisting is corkscrewing the room. Eventually, this will bring the doorway around to the other opening. Once the force between pillar and floor is released, the room will pause for 1 round, then rotate back to its initial position.

P516. A 15' wide corridor connects you to a shrine containing three statues. The passage has a level ceiling, but it sinks between you and the shrine with the center being 10' lower than the two ends. The center 5' of the floor arches deeper than the two 5' edge sections, making the corridor into something like a long bowl. The center statue is larger than the other two and rests upon a 2' high 4' diameter pedestal of silver (worth 3,000 gp, weights 3000 pounds). The statue is of an ultra powerful mage with purple smoke flowing up around it, wearing a black cloak, and wielding a mighty staff. To the left is a statue of a handsome man clad in purple trimmed in gold runes. To the right is female statue (appears differently to each PC).

The staff is an actual *staff of the magi.* However, taking it will cause the wizard statue to animate. It will threaten the character with doom claiming to be a projection of Zagig from another plane. Its voice will be deep and filled with immense power (shock waves will travel through the stone, the PCs' bodies will quake, the air will grow thick and heavy, etc.) Do everything possible to make them feel that their existence will soon end if they do not place the staff back. The staff is actually intelligent: Int 15; AL N; SA detect scrolls 5' radius, determine potion type 80% (else random), empathy; Purpose is to convert its holder to the faith of Boccob and make them the most powerful wizard ever. If its wielder does not seem to be making progress as desired, it will function sporadically or randomly as punishment. Its control will worsen, unless its wishes are followed. It may even start selecting the PC's spells for him.

It will only slowly reveal to its new wielder that it is a magical staff (i.e. at first it will only cast light, etc.). Never allow this item to overpower the dungeon.

P517. The hall ends in a large 30' deep pit filled with water. The head of a stone statue sticks about one foot out of the water at one end.

The stone golem will destroy anything falling into the pit. There is an illusionary wall separating the two hallways. It is a simple thing to step around the corner of the pit.

P518. After descending the near vertical stairwell, you come to a room with four doors exiting it. Fifteen' up on the 25' high walls are three stone landings.

The landings are manned by 3 urd (HD 4: hp 22, 10, 5; THAC0 17) and three verbeeg (hp 27, 25, 24). They will drop the rocks lining the landings upon those below them.

All the doors are false, appearing locked. They actually have lock mechanisms in them, but no matter what spell is cast or thief ability used, they will not open.

P519. A pile of rocks fill either side of this room, one of small rocks and the other of large rocks. Several thick sturdy planks rest next to the small pile. Two stout iron rings are mounted in the wall near a stone landing jutting out into the room beyond. A rope is tied about one of them.

The rope is a *rope of climbing*, used by the verbeeg to climb from P518 to P519. The planks are used by the verbeeg to get to the other two landings.

P520. DM's Note. It takes a combined Str of 40 to move the boulder in front of this concealed door aside.

P521. Some of the walls of this large cavern are rough while others are worked stone. All are covered with pockmarks and soot. A suit of plate mail lies in the center of the room.

This is the NEs magical testing "lab." All new magic items are first tested here before being assigned to anyone. Currently a group of 8 urd (HD 3; hp 20, 17, 17, 16, 15, 13, 12, 8; THAC0 17) and three verbeeg (hp 35, 32, 29) are testing a *rod of security.* About the time the PCs get to the center of the room, the ring of these monsters will show up holding hands (likely surrounding the party). They are just as subject to surprise as the party is, for they are just returning from the rod's paradise dimension.

The newly tested armor was discovered to be *cursed* as it fell apart when struck (a natural 20 attack roll).

P522. DM's Note. Just when the party

reaches this spot, have all players roll a d20. The lowest one then looses his most valued possession. This is the result of a *wish* spell as some powerful wizard somewhere wished to have that particular item. It just happened to have come from here.

P523. This cavern is in ruin and filled with rubble.

A past magic item experiment caused this area to cave in.

P524. Five giants seem to locked in combat.

Actually, these five verbeeg (hp 33(30), 29, 21(19), 20(15), 20(18)) are practicing their combat techniques. All but one has been slightly wounded—their current hps are in parenthesis.

P525. This is a small kitchen with a large table and chairs, two small tables and stools, a stove, and a shelf. Dust covers everything.

This room was abandoned several weeks ago due to population losses in the last battle on P400.

P526. (locked and *wizard locked* 12th level).

This area is off limits to the NEs. A lone table rests in one of the alcoves. Upon the table is a square of black velvet. A ring rests on the velvet which is inscribed with the words, "ring of invisibility." If worn, the ring turns invisible, alerting this area's wizard that the room has been invaded.

P527. A ten foot wide pit opens before you.

The pit is 40′ deep (4d6 damage). The area directly above the pit has double normal gravity (jumps across it will be half the intended distance) and contains an ongoing *dispel magic* (20th level) spell.

P528. DM's Note. Five flinds (hp 15, 15, 11, 10, 6; #AT 1; Dmg 1d6 clubs) stand guard here. They are on duty to place the planks at P528 over P527 when needed.

P529. Six small tables ringed with tiny stools rest here.

P530. Over half of the NW wall is made of iron set with an iron door. It is radiating heat. A table and shelf have some of the supplies of a typical kitchen, though they are missing several crucial items.

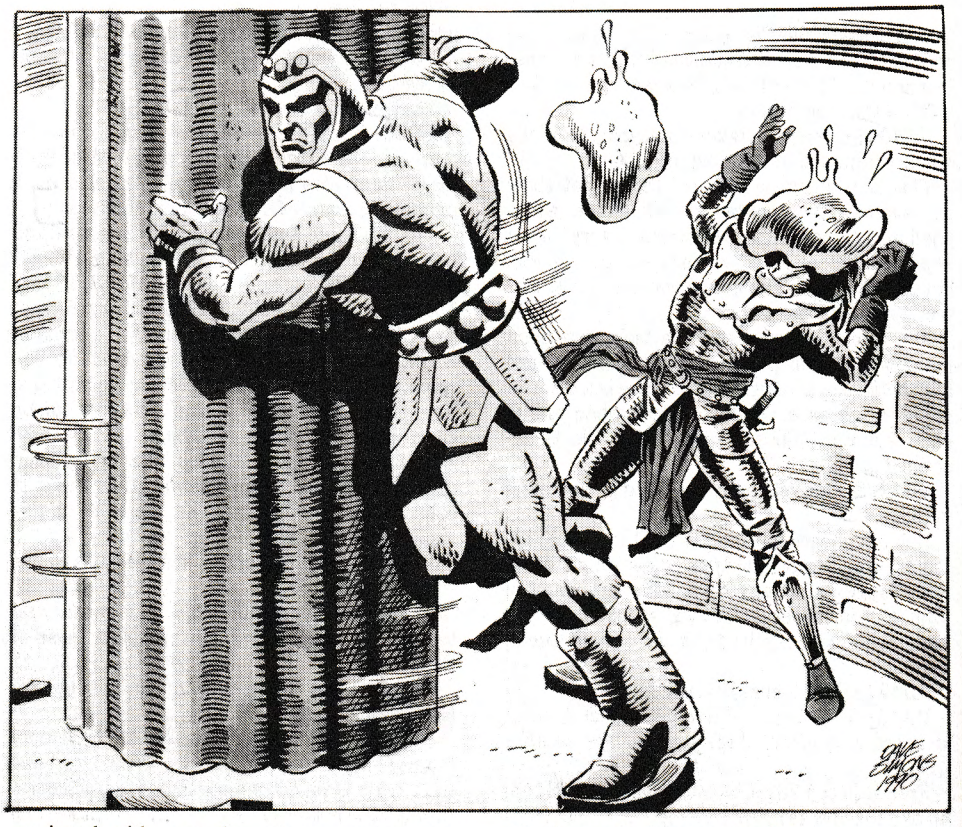
P531. Intense heat blasts you in the face (1d4 damage) as you peer into the kitchen. The tables, shelves, and utensils are all made of iron. A brazier has a 2′ flame jetting out of it in the far corner. A metal cask rests beside it. Two short cooks are working away.

Two meenlocks (hp 25, 12) each have on *rings of fire resistance*. All in the room take 1d4 damage each round if not protected from the heat. The cask contains oil which is constantly dripping into the brazier via a copper tube.

P532. This well stocked pantry contains many good food items as well as four barrels.

These hold water, ale, and oil.

P533. (Locked) This circular room looks like a combination between a torture chamber and an alchemist's lab. A strange central table is



equipped with manacles, straps, and cranks. Two other tables contain wicked-looking knives, ointments, and other strange items, including a large patch of odd-looking moss. A shelf is lined with books and more knives. An unidentifiable creature is being "worked on" upon the table.

Four meenlock (hp 22, 19, 15, 13) are transforming a captured bugbear into one of themselves. The books are guides to this process and are worth 10,000 gp.

P534. Stairs to the SW lead up to a landing which is only 3′ below the 15′ ceiling.

Two meenlock (hp 25, 20) are heading up the stairs. Just as the PCs notice this, another will appear (*dimension door*) on the landing (hp 16).

P535. (locked) You see four archways, two on a side, open ahead.

These rooms are for meenlock defense. The walls separating them from each other and from P536 are less than 6′ thick which means that the meenlock can *dimension door* through the walls for a possible ambush. Currently three meenlock are in the S room (hp 21, 13, 9). One will fight, one will *dimension door* to the W room, and one will *dimension door* to P536 to call reinforcements, which will then attempt to surround the party.

P536. (locked) Two low tables with tiny stools are covered with coins and gambling paraphernalia.

Nine meenlock (hp 25, 23, 21, 18, 17, 12, 12, 10, 9) are enjoying one of their favorite pastimes, gambling. One wears a *ring of free action*. Each meenlock has 1d20 cp, sp, and pp; 1d10 ep; 1d6 pp, and 1d2 10 gp gems. There are 20 gp of various coins on the table now. The alcove to the NE allows *dimension door* to the E room of P535.

P537. (locked) Three rows of tiny little beds fill this room.

Two meenlock (hp 24, 12) are currently asleep here.

P538. Ten trolls stand before you, baring their teeth in rage.

Actually only two are trolls (hp 26, 24). The other eight are bugbears (21, 18, 18, 17, 16, 14, 12, 7). They discovered that drinking their *potions of polymorph self* with *potions of healing* caused the first polymorphed form to become permanent (a compatibility fluke). The first to discover this transformed to a troll, and in their chaotic haste, all other seven potions of both types were consumed. The two trolls have been training the eight bugbears to act, walk, and fight like trolls ever since.

P539. Natural stairs lead down. Steel on steel pounding can be heard below.

High up on the NW wall is an alcove hidden among the other false ledges of this place. Here sit six bugbear guards (hp 24, 20, 20, 17, 11, 11; Dmg 1d6/1d6 bows). One has a *long bow +1* and several *arrows of slaying*: *meenlock*(x3), *verbeeg*(x4), *fighter*, and *cleric*. He will use the last

two, guessing who is a fighter or cleric. The meenlock shafts show a human in stages of transformation. The verbeeg arrows are thicker shafted than the others.

P540. An iron giant takes a smashing blow at a quivering mound of flesh before it.

This iron golem was instructed to not allow passage into the room beyond. On a dare, a troll tried to get past, but was defeated. Every time it regenerates enough to move, the golem smashes it again. The golem will not attack anyone who looks like a wizard.

The room beyond contains a table with eight potions on it: four *potions of polymorph self* and four *potions of healing*. Beside these is a scrap of paper which says, "Effects occur when one of each is drank." These will have the effects described in P538.

P541. An active smithy seems to be operating in this room.

Eight bugbears (hp 24, 22, 19, 18, 16, 15, 13, 12) are working on making a pair of long swords and a dagger. They just learned the techniques of forging from a servant of the wizards, so the items are at a –1 penalty to hit and damage due to flaws.

P542. DM's Note. Just like P445.

P543. A troll chained to a great post is being attacked by a group of six bugbear and another troll.

Free troll (hp 28). Chained troll (AC 2; HD 8; hp 52; THAC0 11; #AT 6; Dmg 1d4 +4/1d4 +4/1d6 +4/1d3/1d3). Six bugbears (hp 21, 17, 12, 11, 10, 8; Dmg 1d8-1 newly forged long swords, see P541). The large troll was chained here nearly a year ago as permanent punishment for attempted treason. He now serves as practice dummy for combat purposes. The extra attacks are his two feet. More than one bugbear has died practicing here.

P544. There is an altar with a painting of a wizard behind it against the N wall.

Two troll guards stand here (hp 42, 40). One wears a *ring of protection +1*, the other wears *boots of speed* (+2 AC adj). The painting is of the wizard who frequents this area.

Tower of Power, Dungeon Level 6 (P600)

All of the caverns in the troll lair were made from running water that has since dried up. They are very cave-like, with uneven floors tending to be lowest down the middle and increasingly steep towards the edges, contoured by the flow of ancient waters. The ceilings are equally uneven. Since trolls can climb even vertical surfaces with 80% skill, most of this area is quite easy for them to negotiate. They will often be perched upon small ledges high on the walls.

P601. Several barrels and casks are stacked to the SE.

They contain ale, and water.

P602. There are two rows of six pillars on either side. A mural depicting a wizard bearing magic items lies in a wedge shaped alcove. A mound of treasure lies just within the alcove.

The top three feet of each pillar is hollow and has a small concealed door opening into it. Twelve urd (HD 4; hp 24, 24, 21, 19, 18, 15, 15, 15, 14, 14, 13, 11; THAC0 17) stand guard here. They will ambush the party. One has a *wand of magic missiles*. He will open his door, fire his wand, and then shut it. The pillar can be broken if it receives 35 points of damage. The door can be caved in with 15 points of damage.

The treasure pile includes five 10 gp blue quartz, 25 gp, and 25 pp. The wizard for this area collects these offerings. The mural is of this same wizard.

P603. Barrels and crates line the walls of this rough passage.

They contain beer, mead, ale, wine, water, and food of all types. Sound here will alert those at P604.

P604. Areas to the sides of the passage are filled with crates.

Both areas are only masked off by empty crates, and to the SW are two female verbeeg (hp 27, 19; Dmg 1d6 +4 spears). They will burst through the hollow crates (-2 party surprise) and attack. This will give the urd behind the false crates to the NE time to use their *wand of size alteration* to become 4½′ tall. Eight urd (HD 4; hp 23, 21, 17, 16, 16, 14, 12, 11; THAC0 17; Dmg 1d6 spears). Moreover, the first urd to attack the party will be wearing a *girdle of cloud giant strength* (+5 to hit +11 damage).

P605. This nice kitchen is currently being operated by four female giants, two young and two adults.

Two adult, female verbeeg (hp 26, 21; Dmg 1d4 +4 skillets and knives) and two young, female verbeeg (treat as bugbears; hp 22, 12; Dmg 1d4 skillets and knives). A worg lies under the giant table (hp 16) that will leap out for surprise once the battle starts. They are midway through a large meal for those at P606.

P605a. This pantry contains much food as well as four barrels.

The barrels have water and mead.

P606. This area is filled with female giants and their young. You appear to have walked into the playing area. Young males are sparring with spears, young females are holding the babies, and a handful of matrons watch over the scene from chairs.

Eleven female verbeeg (hp 34, 32, 31, 30, 27, 27, 26, 26, 23, 23, 22; Dmg 1d6 +Str (Str: +3(x3), +4(x6), +5(x2)) spears and clubs), eight older young (as bugbears; hp 17, 14, 14, 14, 12, 11, 9, 5; Dmg 1d4 fists for females or 1d6 spears for males), and nine small young (as goblins; hp 6, 6, 5, 4, 3, 2, 1, 1, 1; Dmg 1d3 hands females or 1d4 rocks males) are here. Four worg also lie by the feet of the matrons or play with the young, often as mounts (hp 17, 17, 16, 15). Many toys, both of play and war, fill the room as well as other supplies necessary to manage children. One of the females carries a 50 gp moonstone.

P607. A five foot high boulder blocks the lower half of a narrow exit. Within you see fur sleeping rolls, large cribs, and a bed or two. Clothes and other items are scattered about.

Most of the verbeeg are awake. However, two sick young (as goblins; hp 5, 3) are still in bed. Anyone getting close is 20% likely to be coughed on (save vs. poison to avoid a disease).

Hidden in the far E spur of the room is a treasure trove: 1200 cp, 1500 sp, 600 ep, 1800 gp, 120 pp, 2150 gp of gems, a painting of the wizard that frequents this area worth 50 gp, and two *potions of extra healing*.

P608. At the end of this hallway is a wall of fire, and you seem to be "falling" toward it.

The fire is a permanent *wall of fire*. Anyone viewing it will fall towards it as if gravity had changed, taking 4d6 falling damage. This spell and the one at P609 were created by The Dark one of the Vale of the Mage.

P609. You see a wall of spikes and are falling towards them.

PCs take 2d6 falling damaged, doubled due to the spikes.

P610. Nineteen giant iron statues stand in this room. When they see you, they move to attack.

These iron golems are actually a *permanent illusion* which will likely scare the players off. Remember, they do damage if not disbelieved.

If the false door is opened, a *programmed illusion* will go off in which the PCs see into another plane on which there is nothing but golems standing everywhere. A group of stone golems start moving toward the door. Even if shut, the illusion will cause the door to seem to splinter open and in will walk a constant stream of stone golems to battle the PCs. At the same time, all exits out of the room will appear to become blocked by a wall of stone.

P611. (locked) This room is empty. The six false secret doors are armed with arrow traps (THAC0 12) They each fire two *arrows of slaying*. The first will be verbeeg or urd (50/50). The other will be one of the nine primary classes; fighter, paladin, ranger, mage, illusionist, cleric, druid, thief, and bard (roll a d10, on a 1 it is the PC's class, reroll 10s, multi-classed PCs must roll once for each class). Each door only has these two arrows loaded in it.

P612. A wizard's statue rests in an alcove at the foot of the stairs.

This statue is of Zagig and radiates magic. Inscribed on the underside of its base is the word

"Zjarcon." Anyone speaking this word after having seen the statue will instantly teleport to within the statue, trapped within the stone of the statue permanently until the next being enters (when they'll be forced out) or unless they can perform a spell such as *dimension door, teleport,* etc. Only the Circle of Five and the magic-users below know of the statue's power. It was made by Zagig.

P613. (locked) This 20' high room is empty. An invisible iron golem will attack when those in the room try to leave.

P614. To your right is a great set of iron double doors. They are held by a thick iron bar. They are also locked (+20 due to size of lock).

P615. A stone throne inlaid with gold, platinum, and gems sits atop a dais in this alcove. Sitting on the dais is a giant six foot tall meenlock.

The meenlock is actually a rakshasa (hp 53; SA wizard spells: 1st) *magic missile, phantasmal force, shield, unseen servant* 2nd) *detect invisibility,* esp, *mirror image* 3rd) *fly, wraithform*; priest spells: 1st) *command, detect magic, sanctuary*). He is the powerful leader of the LEs.

He always keeps up the illusion of being a large meenlock, even though the meenlock know he is not one of them. The throne is worth 4500 gp.

P616. Two rows of pewlike benches line either wall of this curtained off area.

The rakshasa, in his eccentricity, prefers to hold meetings in which his 'faithful' set themselves in this area while he speaks from atop the throne.

P617. Half of this room is curtained off.

Four meenlock guards stand watch here (hp 25, 24, 22, 20). One wears *chain mail +1* (AC 4) and one wears *studded leather +3* (AC 5). Each carries 20 gp and 8 pp (a recent bonus from the rakshasa). The curtained off area is the small but lavish quarters of the rakshasa. The bed has silk sheets (50 gp), two tapestries depicting rakshasa portraits (200 gp each) hang on the walls, a small dresser contains his clothes, and under the bed is a secret trap door which opens into a small 8' cube. This area is filled with seven chests: 1-2350 cp; 2-890 sp, 3-300 ep, 4-2575 gp, 5-150 pp, 6-2220 gp in gems, and the smallest contains a *ring of sustenance* and a *potion of gaseous form.* There is also a long spear case which contains four spears: two are normal though of excellent craftsmanship, one is a *spear +1*, and the other is a *spear +3.* When the rakshasa goes to battle, he wields these weapons. Fur blankets will also be found in here; he actually sleeps in this cramped chamber due to his paranoia of assassination.

P618. DM's Note. One meenlock is always on duty watching those who come from P617. Suspicious beings will be zapped with a *wand of enemy detection.* If they are intruders, the watcher will quickly summon a band of six others who will all jam into this peep wedge and *dimension door* behind the party as soon as they round the bend. The others will fight. There are twelve meenlock (hp 23, 22, 21, 19, 19, 18, 18, 17, 17, 16, 16, 16) in all. These meenlock help guard the flind nursery beyond and have 1d20 ep, gp, and pp.

P619. This large room seems small as it is packed with flind. There are twenty adults and forty young. A stove, table, barrels, and many shelves line the walls. Stacks of smelly bed mats lie here and there.

There are 21 female flind here (AC 7; hp 26, 23, 23, 23, 22, 21, 20, 20, 20, 19, 18, 18, 17, 17, 17, 17, 16, 16, 15, 12, 11; Dmg 1d3 kitchen knives and small daggers). The 47 young don't fight.

This room serves as a nursery, kitchen, and sleeping chambers for the young and female flinds. All are looked down upon by the rest of the LEs, but they realize that the continuation of the flinds requires them. The food here is bad, the barrels only contain water, and no treasure is to be found.

P620. Two wizard statues seem to be guarding a fountain which is set back in an alcove on a raised landing.

One statue is of the wizard which supports the LEs. The other is of Zagig and is identical to the one at P612 except the word is, "Hophmolock." The fountain is removable (weight 2,000 pounds) and provides clean water.

P621. Three huge humanoids sit at a crude stone table.

These are the bugbear chief (AC 0 (*+3 5' radius ring of protection*); HD 4; hp 30; Dmg 2d4+9 bastard sword and a *girdle of frost giant strength*) and the two bugbear leaders who act as his bodyguard (AC 4 or 1 if close to their chief; HD 4; hp 25, 23; Dmg 1d8+5 *long swords +2* and Str). The chief also carries a *potion of speed* which he will quaff when seeing the PCs. They are currently discussing battle plans. If battle breaks out, those at P622 will likely not come to the chief's aid due to their confidence in their leader.

The chief carries his lucky bag which has 50 pp in it.

P622. DM's Note. Eight bored bugbear guards (hp 16, 16, 15, 14, 13, 13, 11, 11; Dmg 2d4 claws) are station here. If attacked, they will let out a yell and slowly give ground as they fight. The eight guards at the other P622 will then circle around behind the PCs and ambush them. While this is going on, the young and females will escape.

P623. Dirty mats lie in stacks around the room. A few crude tables and other bits of furnishing are scattered about.

This is where the fourteen females (treat as hobgoblins; hp 9, 9, 9, 9, 8, 7, 7, 7, 7, 6, 5, 4, 3, 2; Dmg 1d6 claws) and the thirteen young (treat as kobolds; hp 4, 4, 3, 3, 3, 3, 3, 3, 2, 2, 2, 1, 1) are kept. They will most likely not be encountered here (See P622). They will avoid combat if at all possible.

The crates in the side passage are full of nauseating food and drink.

P624. A large stone chair and a stone bed lined with a mat and few blankets set in this room. Two other mats are tucked behind the chair.

This room is the "royal audience hall of the high king", the bugbear chief at P621. That is, if anyone is the leader of the trolls and bugbears, it would be him. He sleeps here upon his bed with his two bodyguards nearby. In a secret compartment of the stone bed is a bejeweled crown (1000 gp) and scepter (500 gp) which he dons occasionally. The compartment is on the side nearest the wall and is extremely difficult to find (elves 1 in 6 others only 1 in 10).

P625. A statue of a wizard stands atop a long stairwell. Halfway up the stairs stands a stone giant.

The stone golem is there to protect the statue from the curious and destructive CEs. It will not attack anyone who looks like a wizard. This statue is exactly like the one at P612 except the word is, "Zeejom."

P626. Several open barrels of water sit near a passageway down. Steps have been carved into the passage.

Six trolls (AC 2 (huge full body shields); hp 43, 40, 37, 36, 34, 32; #AT 2; Dmg 1d4+4/1d8+4) and one two headed troll (hp 55) are here. They will be watching the stairwell, on watch against invasion from below. The water and shields are to help combat any flaming devices their opponents might use.

P627. You come upon five trolls in this cavern. Three of them look as if they were in a recent combat as several fingers, toes, an even their hair is missing.

Only two of these trolls can actually move (hp 42, 27). The others are statues. The two are watching the passage to the NW and will rush forward yelling battle cries at anyone who enters from that direction. This will cause the guards at P630 to start slipping into this cavern out from behind the stone statue which conceals the crack in the wall there. If the PCs come from P629, the trolls have a -2 penalty to their surprise.

All three statues were once trolls, turned to stone by the basilisk on Z100. They have been set here as a warning to the trolls and to conceal the passages leading from this room.

P628. The troll statue here looks as if it had been dragged along the ground. It is chipped, missing several fingers and toes, and the once delicate stone hair is gone.

Upon close inspection it will be discovered that this statue was once of exquisite workmanship. Actually this was a real troll that was turned to stone by the basilisks on Z100. It was later brought here by the tribe as a warning to all trolls exploring these passages.

P629. Rubble blocks all but the top 3′ of this passage.

The pile was placed here by the trolls to block possible contact with the basilisk. However, it has since settled and a gap at the top has opened large enough for PCs to squirm through.

P630. There are three other passages leading into this area.

Unless the PCs are paying attention to the ceiling, they will not notice a "Y" shaped crevice running across the length of the ceiling. This room is actually two storied, connected only by a chimney at "A" and the open crevice in the ceiling/floor. The nine troll guards here are usually on the second level (hp 39, 36, 36, 35, 35, 34, 30, 30, 29). Four will aid those at P627 if they let out a battle cry. The others will wait here and drop down through the crevice upon anyone entering the room +2 surprise and a successful hit when dropping will cause 1d6 damage to the troll and 1d4+6/1d4+6 to the PC. Though the crevice is only 10′ high, a significant overhang makes it nearly impossible to enter without climbing up the chimney.

A large chest sits in an alcove to the N. It contains twelve *potions of diminution*.

P631. This tiny passage narrows as it goes back into the wall and finally vanishes around a corner.

Only non-metal armored halflings and gnomes as well as unarmored dwarves can fit through here. Even these races will have to move at 1/4 normal rate.

The trolls who occasionally (once a month or so) go through here must use their available magic. For instance, they could have a young troll carry a temporarily dissected adult through.

P632. DM's Note. Only those watching the ceiling will notice a small crack along the upper SE wall. The two trolls here (hp 36, 27) will climb down behind the PCs and attack from the rear as soon as they engage those at P633.

P633. A vast cavern stretches out before you. Ledges line its walls and shapes can be seen climbing to and from these ledges and the floor. A strange sense of dread creeps over you.

The PCs have found the troll grotto. This is where the group's five she-trolls live (HD 8+6; hp 55, 47, 46, 41, 40; THAC0 11; Dmg 1d8+4/1d8+4/1d12+4; SD water from P635). The matron (55 hp) always sits on a rock throne at "A" and is heavily guarded. Five near adult male trolls act as the guards over this area (hp 32, 30, 30, 29, 28; SD water from P635). There are also three other stages of trolls which. Five act as bugbears (hp 19, 18, 15, 12, 12; #AT 3; Dmg 1d4/1d4/1d8; SD water from P635), five act as troglodytes (hp 13, 11, 9, 6, 5; #AT 3; Dmg 1d3/1d3/1d6; SD water from P635), and five act as goblins (hp 6, 6, 6, 2, 1; #AT 3; Dmg 1d2/1d2/1d4; SD water from P635).

The she-trolls have no clerical abilities as no gods notice them here due to the powers of the obelisk. The matron carries a *wand of size alteration* and below her 500 pound throne is a cache of 5000 cp, 250 gp, and a single 1200 gp opal. The sense of dread which fills this whole cavern was left behind by Zagig. Many barrels of water from P635 are stored at "B". These are filled with the water from P635.

P634. Suddenly you trip on something, fall forward, and are then hurtled backwards (3d6 damage). Up ahead the passage opens into a large cavern containing a stream.

An invisible membrane blocks the passage. It can only be penetrated if it is stretched so thin it bursts. This requires either great speed or great mass. Anyone with a base movement rate of 24 or more can run, jump at it, and break through. Otherwise only a massive being such as the matron troll can burst through. Edged weapons will penetrate it if slow steady pressure is applied, but the wall reforms immediately after being cut. Attacking the wall will cause the item attacking to be thrown backwards with great force from the elasticity. Those running and failing to break through will also be hurtled backwards (5d6 damage) as they crash into the passage wall. If the wall is burst, it will quickly reform in one round unless others continue to move through it.

This was placed here long ago when Zagig was experimenting in the area beyond.

P635. A slow moving stream runs along the floor, entering from a passage to the SW and pouring down a crevice to the SE.

The water here is extremely pure and very good to drink. It will have the same effect as drinking a *potion of vitality*. The power of this water vanishes once it is taken past P627 as it draws its energy from the springs at P636. All PCs in this room will slowly become lightheaded since the room is sealed off. After their Con in rounds passes, they must make a Con check each round to stay conscious. If unconscious, a Con check must be made each turn or the PC is assumed to have died of oxygen starvation.

The matron from P633 comes here and fills the barrels up with this water and thus sustains her grotto. The trolls once tried to live in this area but the sealed-in air soon grew too thin.

P636. A small spring spouts forth water at the end of each of five short dead end passages.

If a PC drinks water from one and only one spring before its waters mingle with those of the others, a "permanent" effect will result: a) never need food or drink again, b) never need sleep again, c) proof against poison, d) proof against normal disease, e) regain 1 lost hit point per 4 hours. Drinking from more than one spring or drinking the mingled water will make these effects forever vanish. The water must also be drank as it naturally runs (bottling it ruins the enchantment).

Tower of Power, Dungeon Level 7 (P700)

This level holds the secret of this tower, if not all of Oerth. This secret is intended for DM enjoyment and was designed such that only one party in a hundred will actually discover it—none will be able to use it.

The entire CE area has 15′ high ceilings and equally large doors. The CEs here have broken off from the CE area above, and now the two factions war against each other (as noted by the wizards, this is one of the effects of the chaotic philosophy).

The *Earth Stone* is in support of the verbeeg and urd on this level, against the wizards and gauth. The latter would close off the tunnel leading to the Tower of War (out of P737) if they knew of its existence.

P701. The alcove contains the image of a grasping hand above a wooden disk with a curved line all surrounded by a circle of runes.

Read magic on the circle of runes reveals, "May the hand of Fharlanghn grasp you". The alcove is a teleportal which only functions if a being (not item) moves more than halfway into it. It will send the being to the corresponding location, as indicated on the map. Once one uses either set of teleportals, he may not reuse that one until the other set has been activated by him. This entire arrangement was designed to confuse clients (or intruders) as the wizards escorted them through their tower. If "shahonlee" is spoken when one enters the stair teleportals, the person will be sent to the other stairwell.

P702. Heavy chains stretch across this passage every five feet, from a ring on one wall through a iron eyelet in the other wall. The chains are 5′ off the ground. The side the ring and eyelet are on alternate with each succeeding chain. Just as you take this all in, a torch lights up ahead.

Alternating from side to side, this passage actually has seven 5′ wide 10′ high alcoves, each now filled with a stone block—the rings and chains are set into these blocks. The chain runs through the far wall and is attached to a massive chunk of iron which in turn rests over a pit. All the chunks of iron are controlled from levers at P703. If the lever is pulled, the iron weights will fall into the pits, quickly dragging the stone blocks into the hallway. This will cause 5d6 damage to anyone crushed by the block. Crushed PCs are helpless and will die of suffocation in 1d10 rounds. If a Str of 40 is applied to the block, the PC can be freed. The giant of P705 will trip the NE blocks first, then the SW blocks after letting those trapped in the three intervening areas plead for mercy. The chains require 40 damage to break.

P703. Four large pillars support the 15′ high ceiling. To either side of the SE passage is an open pit with a crank mechanism over it.

The crank supports a 500 pound weight hanging in each pit, attached to a fine chain running over the crank and into the wall. If the crank is released, the weight will fall, causing the pins holding up the weights at P702 to be yanked out. Each pit is 60′ deep, but the last 10′ is filled with refuse (5d6 damage) and 7 rot grub. All passages out of this room are 15′ high.

P704. Giant steps lead down to a large platinum handled door. Opening the door releases a fine mist of *oil of fumbling* and causes the entire stairwell to become a slide (1d4 damage to all due to bumps and cuts).

Play up the mist as if it were poisonous gas (i.e. have all make saves).

P705. There is huge furniture here: a bed, a padded sitting chair, a fireplace, and a chair/desk set.

The sitting chair is always occupied by one of the mountain giants from this area (hp 65). When the teleportal at P702 is receiving, a small chime upon the desk will sound, alerting the giant on duty of "guests". If the intruders are not accompanied by one of the wizards of this tower, the giant will light a torch from the small fire that burns in the fireplace, take club in hand, and operate the levers at P703.

The chime is made of platinum (750 gp) and will chime anytime someone teleports within voice range of it.

P706. A huge table and three chairs rest in front of a shelf of food that rises to the 15′ ceiling.

When the party first enters this area of the dungeon, the two giants detailed at P707 will be sitting here. They will hurry to P708 to perform the task assigned to them by the wizards.

Below the shelf is a barrel of water and a cask of ale.

P707. DM's Note. Just as the party is at the door to P709 they will hear a human's voice cry out in apparent anguish, then be quickly muffled, all coming from this room. As they round the ledge of this room they will see a vast treasure trove. As the PCs enter, the giants will attack with their supply of boulders (hp 77, 68; Dmg 2d10 boulders or 4d10+10 clubs).

The pit is 45′ deep and comes to a sharp wedge (6d6 damage due to sharp edges). The treasure consists of a mound of 500 cp, 800 sp, 200 ep, 600 gp, 35 pp, and 2544 gp in gems (including a 1000 gp garnet, and a 500 gp topaz).

P708. This rough cavern is a giant bedroom. Two mounds of boulders line the walls near the door.

The giants here will take out a small sealed urn which rests upon their dresser. It contains a permanent *audible glamor* of a human's cry of anguish. They will open the secret door to P707, open the urn so it can voice, then close them both. Next they wait for any strangers to enter P707.

The cry is normally used to frighten the wizards' customers.

P709. (See P707) All is quiet and calm until you round the corner. You see a drawbridge spanning a room. The floor below is hidden by dancing and jumping flames which reach up to within 10′ of the bridge. You can feel the heat of the area against your face. Four blackened posts extend out of the flames on both sides at the bridges level. The far half of the bridge begins to slowly clatter shut.

Most of this room is one illusion or another. The room is actually 20′ deep and filled with numerous needle-point spikes (5d6 damage due to spikes) coated with poison (Class D, Onset 1d2 min, Str 30/2-12). The bridge on the SE side is actually a jutting slab of stone of the same size as the apparent bridge (the hinges, trim, and chains are illusions). The posts are actually stone pillars which support a stone catwalk (this is the actual passage across the room.) All else, including the NW portion of the bridge, is illusion. The flame and burn posts are a *permanent illusion*, the catwalks are hidden by a permanent *hallucinatory terrain*, and finally, the far drawbridge is a *programmed illusion*. The far drawbridge will close and remain so.

P710. This corridor looks as if a *fireball* recently exploded here. There are wooden beams running in a strange tangle along the corridor, all set into the walls. All is blackened with soot.

Squeezing over, under, and through the beams will reduce movement to 1/4 normal. Heavily armored man-sized PCs will either have to remove their armor or move at 1/8 normal. The beams will break if they receive 20 damage. There are about 40 of them blocking movement.

P711. The passage floor suddenly gives way to a 60′ deep chasm. A small section of floor remains in the far S corner. This must have once been a stairwell landing as it is some 5′ lower than your level.

Falling will cause 6d6 damage. On reaching this ledge, the PCs will be able to see up the other hall. It is again 5′ lower than the small ledge.

This pit has been sized by the wizards to cause the *fireball* at P712 to end right at the door to P709.

P712. Rounding the corner, you see a strange statue of a dragon man. As you take this in, the statue speaks "20, 19, 18, ..."

This trapped statue was set here by the wizards, for lack of a better place. It is enchanted such that a voice countdown will end with a 10d6+10 *delayed blast fireball*. If *silence* or *dispel magic* is cast, the effect is nullified. Destroying or damaging the statue for more than 10 points of damage will result in a 20d6 *fireball* as it explodes.

Heavily armored man-sized PCs, those who

have to climb walls at P711, and those who ponder the meaning of the countdown longer than to number 16 will simply not get out before the blast.

P713. Mist billows about the floor, shrouding it from view. There seems to be a maze of passages through the mist as you look into this area. You get an eerie feeling as the mist encircles your feet.

A pressure plates at the "X"s will cause the secret door next to it to silently spring open. A magical blue light will arc inside, and a random monster will step out. Use the *Monstrous Compendium* random encounter tables (levels VI-VIII) or select monsters as you see fit. They will all be highly irritated as they form.

The mist is actually a failed spell, it will not dissipate, but will move, flow, sway, and cause all touched to feel a sense of foreboding and dread.

P714. DM's Note: This area is just like P713 except the secret door opens into a small room. Inside is a large crystal sphere setting on an iron stand. Within the ball is a constantly swirling mist.

If the ball is broken, three graegzim (hp 21, 19, 18) will be released along with a *ring of three wishes* which has been drained of all but one wish. This item powers and operates the random monster teleportals in P713.

P715. The walls are lined with stone statues of bizarre beings. Rounding the bend, you see a large rough cavern which has more of the statues lining its walls, all except for an area to the S. Several unnatural rock columns lie to the N, but the scene is dominated by large rock column in the center of the room. Sitting beside the column is a stone chair carved to look like a giant winged biped squatting so that you sit on its legs, rest against its chest, and use its arms for arm rests. Its palms are turned up with curled fingers. The chair has gem stone eyes and rests upon a dais which is surrounded by a small moat.

The throne is in the shape of a giant 12′ gargoyle with two 5000 gp ruby eyes. In its hands are two rough rocks, each with five holes in them pointing up the arm of the gargoyle. These holes will easily accommodate human or elf-sized fingers (like a stone gauntlet). In the index hole of the right rock is a *ring of dao summoning* (treat as *ring of djinni summoning*). When the ring is (unknowingly) slipped on, the dao at P716 will automatically walk through the wall near P717 and bow down. When the dao looks up and realizes that his summoner is not one of the wizards, he will attempt to kill his summoner (thus freeing himself from service) unless the PC instantly takes on an air of authority (in which case the dao will begrudgingly obey and serve the PC while the ring is worn, leaving when it is removed).

If the PCs are unsure of themselves and act as if they don't belong here, eight gargoyles which are mixed in among the statues will attack (hp 28, 28, 28, 27, 27, 24, 24, 24). Furthermore, if the rock column behind the throne or the throne itself is threatened with destruction (not just removing the eyes, or a chip or two), it will animate and attack (AC -5, MV 18, Fl 20C; HD 8+8; hp 45; THAC0 10; #AT 4; Dmg 1d6/1d6/1d12/1d8; SA it will be able to use the ring it holds; SD +2 weapon to hit; S L; ML 19). The moat around the throne seems endless, and is actually a one way portal into the Plane of Earth. Those falling in will fall for a day, then emerge somewhere on that plane.

Six of the statues are actually stone guardians which have been instructed to kill anyone removing the ring, the chair's eyes, or damaging the statues (hp 30, 28, 22, 20, 20, 18).

The inanimate stone carvings are of beings from the plane of earth. Air-based spells will always fail in this room. Other non-earth-based spells must roll twice on the Magical Deviation Table.

In his search for the great obelisk at PB00, Zagig happened upon this chamber. It is filled with intense powers of earth and rock. Yet, he could never determine the source (he never realized how close he came). Finally, he assumed it had to be a side effect of the obelisk somewhere below. Located at the center of the main rock column is a huge chip of brown smoky quartz (50,000 gp). This chip cannot be discovered by any other means except digging into or breaking the column. It is actually a fragment of the shattered *Earth Stone*, which was an relic of immense power used long ago by the creators to fill the Prime Material Plane with the heavenly bodies of earth and rock. The creators themselves decided that this relic was too powerful to allow any one of their numbers to guard, thus it was shattered and a single fragment given to each to hide or guard as they desired. Then, only with their combined knowledge could the item easily be reformed. This sliver was placed here by one of the ancients and has gone unnoticed over the eons.

P716. A small pyramid of packed earth 10′ on a side and 6′ high sits in the middle of this 20′ high cavern. Neither the cavern nor the pyramid has any obvious entrances.

Inside the pyramid is actually a lavish 30′x30′ living area of the dao (hp 48; SA/SD wears a *ring of earth elemental command*). Zagig and this genie have worked out a complex agreement of servitude to the ring at P715. Part of the arrangement required Zagig to ask the dao to make himself a nice place nearby to reside in. The dao then granted Zagig's plea with a *limited wish* which transformed Zagig's *bag of holding* (much to his ire) into this dimension-defying pyramid.

This room has a 2000 gp bed of silver, a 1500 gp gold trimmed stone rocking chair, elaborate rugs worth 5000 gp, several intricate stone urns and furniture (worth a total of 2000 gp and weighing a total of 10,000 pounds). Several large comfortable bags made of fur stuffed with a very light-weight sand rest near the wall (like a bean bag).

P717. DM's Note. The dao typically uses *passwall, dig,* or his ring to open up this rock wall for the wizards when they come this way with their customers. Afterwards it uses *wall of stone* or its ring to replace the rock.

P718. This 20′ high room has a dirt floor. Four large iron rings are set high in each of the four corners. Suspended from these rings via stone chains is a flat-bedded cart. Its wheels are just above the dirt floor.

This is actually a juggernaut (HD 11; hp 58). The chains are four of its limbs which can attack in this form also. It will attack anyone climbing it.

No footprints will be seen here; part of the dao's job is to cover tracks after letting a group through this area.

P719. You are standing upon a landing which is 3′ above a floor of sand. Another small landing on the far wall leads to a passage. Four stone pedestals raise up out of the sand and stone planks run from one to the other like catwalks.

This room was created due to the dao/Zagig arrangement. It purpose is a mystery to all others including the wizards of this tower.

P720. You see four fountains, each spewing forth a different substance: muddy water, a heavy vapor, warm red liquid, and crystal blue water.

Drinking them will have the following potionlike effects. Muddy water will acts as *treasure finding* at double the range (will never select the *Earth Stone*). The red liquid acts as *fire breath* (if PCs don't figure this out, they may explode as per the potion description). The water acts as *water breathing*, and the vapor will act as *gaseous form* and *elixir of madness* both at once. If bottled, the vapor will only maintain its *elixir of madness* property. The *treasure finding* can be bottled and will function on this level only; when it leaves, it will transform, 50%-stone; 20%-earth; 5%-1d8 gems; 5% each-copper, silver, electrum, gold, or platinum (50 coins worth). The other two will only function in this room unless an elemental spell of their type (like *create water* on the water) is cast on them. The fountains recycle their liquids and only have enough to fill four potions each before running dry.

The fountain to the NW looks as if it were smashed on the top. A loud rush of air can be heard issuing from it. Every 1d10 rounds, a particularly strong blast comes forth (1d12 damage and make a Con check or become deaf for 1d4 days due to air concussion).

This is Zagig's abandoned elemental testing lab.

P721. A statue of a handsome man dressed in purple with gold trim stands in the end of this shrine. Along both side walls are three 12′ long crystals extending through the wall about two feet off the floor upwards. Their ends are pointed, about seven feet of the floor, all angled

towards the statue.

The statue is of Boccob. Every 1d10rnds, a random pair of the crystals will discharge an arc of lightning between them (10d6 damage if under the pair and taller than 6′ or if taller than 4′ and wearing metal armor).

Stubbornly, Zagig slaved for nearly a year to create this room. The crystals serve to form a magical envelope around this room. This is one of the few places on P600-PB00 that contact with a deity can be made. In all other places, the magical powers of the obelisk mask all attempts to contact any deity.

P722. (East locked and barred, requires two successive bend bars rolls by one PC) This area is empty, but there are numerous signs of battles having been fought in this area. Several torches burn on the wall.

A spriggan will always be watching at P723. If the party looks weak, those at P725 will simply enter and attack. Otherwise, those at P724 will ring the bell at P726 trying to sucker the party into that trap. If this fails, several spriggan will situate themselves at P724 and P725 in preparation for backstabs as a group of spriggan in gnome form will enter P722, hoping to "befriend" the party long enough to lure them into the ambush. Of course being chaotic, these plans will not work as smoothly as they should. Missile weapons can be fired at the party through the arrow slit from P723 to P722.

The torches are warnings to troll invaders from above.

P723. A large table is surrounded by stocky low and slender high stools. A small alcove to the W holds a strange looking chair facing the wall. The chair is giant-sized, but has a second small seat build upon its back, creating a double decker chair.

A spriggan (in one form or the other) is always on watch in the chair. The other spriggan lounge in this room, telling bad jokes about their stupid ettin friends, etc. There are six spriggan (hp 25, 19, 18, 17, 15, 8 or 54, 42, 40, 38, 34, 20). They are wielding daggers and long swords, while the one near the arrow slit has a crossbow with 15 *bolts +2*. Each carries 2d20 gp and 1d4 10 gp gems.

P724. (SW locked and barred this side) A lever and a small rope stick out of the NW wall.

The lever releases the pit trap at P726. The rope also runs to P726 and is tied to a small bell there. A small peep hole connects P726 and P724. This room will be empty unless those at P723 spotted the party.

A common tactic is to ring the bell to lure enemies to the pit trap. A single torch burns near the SW door. It is aligned so that the S corner opposite the NE door is in shadows. Spriggan love to hide here and back attack intruders on their way to P725. Another common tactic is to climb the wall and then leap to attack from above.

P725. A large fire burns in a pit in the center of this room, surrounded by small rugs and mats. This is obviously a barracks. A few benches line the walls.

Eight spriggan (hp 24, 23, 20, 18, 17, 16, 14, 11 or 52, 50, 44, 40, 38, 36, 32, 26) sleep, brawl, and lounge around in this room. Two ettin (hp 63, 34; Dmg 2d8/3d6 spiked clubs) will always be awake as they sleep at P733. The spriggan are armed with the following magical items: a *potion of fire breath, oil of fiery burning*, a *ring of shooting stars* and a *sword +1, flame tongue*.

These are all the fire weapons available to the CEs. They are intending to mount an attack on the trolls above them in a few hours. There will be 1d8 large sticks in the fire equal to clubs +1d4 fire damage. Originally this area was just a large guard room, but the growing number of spriggan have forced them to use it as a barracks as well.

P726. A small bell is mounted on the SE wall. An attached rope runs into a hole in the wall.

The spriggan have gotten the wizard of this area to cast *fire trap* on the pit lid. The pit itself is 20′ deep, and the last 5′ is filled with oil (1d6 damage for falling in, short PCs in armor may drown). The *fire trap* always ignites the gasses given of by this thick oil (3d6 ball of flame) filling the pit with flame (1d12 damage per round).

This trap will only function if the lever at P724 is pulled. The spriggan like to wait until the group goes entirely into P727 and is heading back before tripping this trap. The oil will burn until the lid is closed (via the lever at P724) or for a week, which ever occurs first.

P727. A 5′ high mound of fine rubble fills the hallway's end.

If the rubble is removed a tiny tunnel will be discovered (also filled with rubble for the first ten feet. It was made by a gnome thief who's party actually managed to get into this section of the dungeon. At the end of the tunnel are the remains of the thief. His tunnel suddenly bends to the SW (he heard noises from the dao in that direction). The cause of his death will not be discernable.

He was carrying a *dagger +2, longtooth* (which he was digging with), wore a *ring of sustenance*, had a potion bottle filled with 50 gp of solid gold (from P720), wore *gloves of missile snaring* and *slippers of spider climbing*, and carried a bag of 50 gp, 80 pp, a 500 gp garnet, and a 5000 gp jacinth. His pack contains standard equipment including two empty bottles (one of which contained poison class J which killed him).

P728. This shrine contains a statue of a wizard standing atop a raised stone slab to the SW.

The statue is of the wizard who occasionally comes here.

P729. You have obviously found the supply room. Torches, casks, and faggots fill the room.

The casks contain oil. Miscellaneous other items are tucked away here and there including such things as extra bed rolls, a few extra weapons, empty potion bottles, etc.

P730. (locked -10) A strange cart stands before you. Atop it is a barrel with pipes coming out of it, one pointing forward, the other connected to a giant bellows. Out front is a pan that is currently filled with flame. To either side is a table with mechanical tools and two gnomes working away.

The four spriggan (hp 22, 18, 18, 12 or 48, 40, 40, 28) are making final adjustments on their war machine. When the bellows are pumped rapidly (requiring an 18/01 or better strength) a spray of oil will shoot out the front (past the pan of fire) for some thirty feet doing 8d8 fire damage to all it hits. This machine was designed to be narrow and has ratcheting wheels (won't roll backwards) for maneuvering through the dungeon and even up stairs with difficulty. It has a 90% reliability factor; when it fails, a back-flash will ignite the special oil it uses causing a 12d8 ball of fire for 20′ in all directions.

P731. Empty.

This was once a treasure room, but thieves kept stealing from it so much that the treasure has been moved.

P732. DM's Note. Four spriggan mill around in this area (hp 26, 24, 24, 19 or 56, 52, 52, 42). One is supposed to stand guard per alcove.

P733. Two huge bed rolls lie upon stone slabs near a thick bench.

The ettin which sleep here are at P725. There is a mound of 1000 cp "hidden" under their bed rolls ("their share of the spriggan treasure").

P734. Crates, boxes, and barrels are stacked two landings on either side of a central walkway.

These are filled with food, oil, water, beer, kitchen utensils, and miscellaneous items. These items are being stored here (which was the ettins' guard station) in preparation to change P725 into a dinning hall once the expansion into P600 is undertaken.

P735. Across from a statue of a wizard is a great curved mural portraying a strange floating monster. It is round, has a large central eye, and several smaller eyes atop eye stalks.

The statue is of the wizard who comes to this area. The mural is of the gauth that rules the NEs.

P736. The smell of rancid vomit strikes you in the face (save vs. poison or vomit). Within, a lab of some sort is being maned by six giant humans. A large double vat sits to the NE and an alchemist's lab fills the SW.

Six verbeeg (hp 41, 32, 27, 26, 26, 19; Dmg 1d6+4 clubs; SA 2d6 acid vials) work here. If their lab is in danger of damage, they will attempt to bargain with the party. The lab holds some 16 fragile vials of 2d6 damage acid. The vat currently contains enough acid to do 8d8 if dumped on someone. It would coat the floor doing 2d6 damage per round to anyone in the room. If the acid is disturbed, save vs. poison again or be sick for 1d4 rnds.

The double vat is a large distillation system.

One vat contains vomit from the NEs, the other contains gastric acid distilled from vomit.

P737. Eight triangular shelves each contain four vials. A barrel rests in an alcove to the SE.

An incredibly fine wire runs from ceiling to floor in the room's exact center. If broken, the eight shelves will spring up, causing their acid vials to shower the center of the room (THAC0 12 each; Dmg 2d6 each). The barrel contains vomit; if opened save vs. poison or become ill for 1d4 rnds.

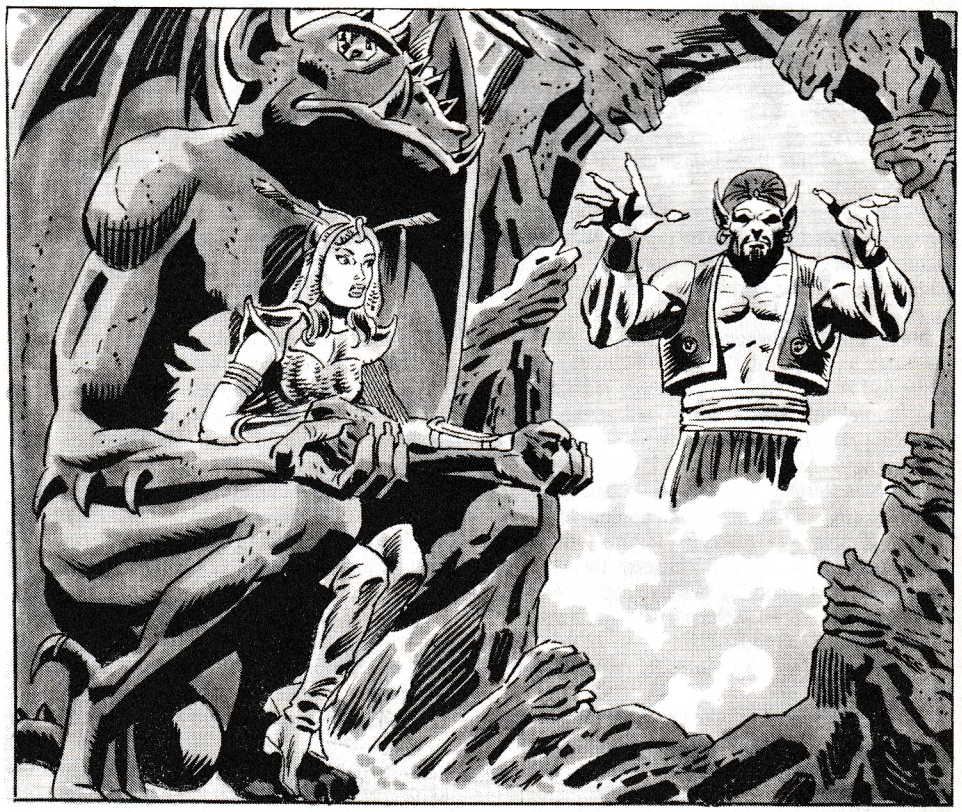
This room is a secret trap known only to the verbeeg and urd, though not the elite guards at P739 and a few others who are strong supporters of the gauth. Quite some time ago, a band of escaped derro dwarves felt compelled to make an escape tunnel in this direction, unknowingly manipulated by the *Earth Stone* at P715. When they broke into this area, a band of waiting urd and verbeeg killed them after forcing them to conceal the entrance and make the shelf trap. Following this tunnel back, the verbeeg and urd came upon a room filled with strange creatures (Tower of War, Dungeon Level 7). Now this band of NEs has slowly been migrating through this tunnel, escaping the command of the gauth and the lies of the wizards. The *Earth Stone* is trying to keep this tunnel hidden from the wizards, and has succeeded so far. The gauth never enters this area—the acid vapors make its central eye water. However, the trip wire was intended to kill it should it float into this room (which was once a storage area).

P738. A set of manacles lies in the middle of a stately room. Six large chairs of rest upon raised stages to either side of the manacles. Along the far wall is a stone ledge with six small chairs resting upon it.

Currently only two urd (HD 4; hp 21, 17; THAC0 17) and two verbeeg (hp 30, 22; Dmg 1d6+5 spears) guard this place. All important meetings are held in this chamber. When beings are tried they are manacled to the center of the floor during the debate. Those found guilty are then tortured by their twelve peers.

P739. A red carpet runs through this 18′ high room. Three closely nestled, slender pillars support the N section while a lone thick pillar supports the S. A dais rests near the room's center. Finally, a crackling fire place is built into the W corner.

The entrance to this chamber is masked by an *illusionary wall*. Directly above the dais is a concealed hole leading to a small chamber where the gauth leader of the NEs resides (HD 8+8; hp 37; THAC0 13). The gauth will be in his chamber as the party enters the room and will lower (seemingly through the ceiling) once combat begins. In each of its four tendrils will be held a *javelin of piercing*. The pillars are actually pedestals, *permanent illusions* cast to make them seem to continue to the ceiling. The three narrow pedestals are 13′ high and atop each stands an urd elite guard (HD 5; hp 35, 29, 21; THAC0 15; Dmg 1d4 spears; SA each urd carries a *javelin of lightning*). The stocky pedestal is only 3′ high and an elite verbeeg guard stands atop it (hp 33; Dmg 2d4+7 morning star). He will drink a *potion of flying* just before combat. These guards will attack any intruders.



If the dais is inspected, four rings will be found mounted on it. These were for the gauth's four tendrils so it could lift this "lid" to the hidden NE treasure trove: 2200 cp, 1200 sp, 3050 gp, 800 ep, 200 pp, 12 gems worth 3420 gp, a 300 gp begemed short sword scabbard. In its lair above it keeps its "food" (items only usable by special classes): four magic user and two priest scrolls (random), a *potion of heroism*, a *staff of curing*, a *wand of fire*, and *bracers of defenselessness*. Its chamber is otherwise very barren.

P740. Four small beds rest on ledges protruding from the wall about 7′ high. Under each is a small shelf. Around the corner is a large bed.

This is the elite guard's bed chamber. Below the large bed is a locked iron box filled with 200 gp and a five 100 gp gems. The urd shelves each contain two 200 gp gems and a small mound of 1d10 pp. Miscellaneous personal items accompany these treasures.

P741. Resting against each side wall of this room are five pillars running up to the 18′ ceiling.

These pillars are hollow and will break if they receive 6 or more points of damage. This will release the poisonous gas within 10′ (save vs. poison or fall asleep). Those affected will begin to breath less and less deeply, eventually ending in suffocation in 20 rounds. They can only be woken by something as violent as multiple strong clouts to the jaw (doing damage each time). *Neutralize poison* will also work.

P742. This 80′ stairwell links P614 to the cavern at P800.

Tower of Power, Dungeon Level 8 (P800)

Much of this area was originally developed by Zagig for more elemental experiments, and is appropriately bizarre. There are three separate tribes operating here. The yuan-ti leads the CE tribe, the gauth leads the NE tribe, and the rakshasa leads the LE tribe.

P801. Noises come from both passages ahead. To your left is natural pit dropping 20′ to a trash filled pool of water. A dais is built right on the edge of the pit.

The dais is actually a *permanent illusion* over a funnel shaped slab of stone which drops into the pit. The funnel is coated with a layer of juices and slime from the garbage that is constantly being tossed onto it. A PC caught by this trap can make a Dex check -5 to attempt to stick to the garbage and not slip into the pit.

The pool is 10′ deep (armored PCs may drown). Falling in will attract the attention of those at P802.

P802. DM's Note. The three pools are connected below water level. Only someone who goes under water and looks around could find them. This area is the home to three yellow urchin (hp 27, 23, 18; SA save vs. poison or fall asleep). Rescued PCs who were asleep must make a Con check with the number of rounds passing as a minus penalty or they have drown.

The urchins' stones are worth 480 gp, 1120 gp, and 1440 gp.

P803. Two bodies lie before you. One looks like a female wizard, the other is a male warrior. The warrior's body lies on top of the wizard and his legs are still in the water.

The warrior is dead and several urchin spines stick out of his back. With his last bit of strength, he forced his dying body to toss his beloved sister the eighth-level conjurer onto the shore. She is currently in a near coma, having almost drowned, which has lasted for many days. If revived (requiring special skill or magic) she will be weak and heart broken because of her brother's death. She carries a *portable hole*, a *dagger +1*, and a necklace with a 1200 gp emerald mounted on it. The *portable hole* is tucked away in a secret fold (search for secret compartments required) in her robe. All of her spare material components, as well as a nearly complete set of her traveling spell books and 1435 gp are kept within the hole. Her brother wears *plate mail +2* and has a *sword +2, giant slayer* strapped on his back. His other items have been lost.

If brought to, Eleena will want to place Dorthonodand and his items in her portable hole for later burial. If the PCs are especially kind or a paladin is with them, she may consent to allowing the sword, "Guandaw," to be used by others until the group can exit the dungeon. The rest of their band of six was lost in the teleportals on P400. (The gnome at P727 is not of her group).

P804. All the items in this kitchen are miniature including the two stoves and the tables. A 10′ diameter metal pillar with handles stands near the doorway and is surrounded by barrels. What really grabs your attention is a pool of crystal clear water on the S corner. It is lying as if gravity was centered at floor level in that corner (thus it slopes unnaturally from halfway up the wall down to about six feet out on the floor).

Nine female urd (HD 3(x3), 4(x4), 5(x2); hp 13, 12, 11, 21, 18, 16, 14, 24, 22 respectively) are here. The water is pure and will reorient its gravity if removed from the pool. Any item at or below water level will become subject to the pools orientation of gravity. If the pool gets a small amount of dirt or debris in it, the stuff will glitter a little and vanish. If a lot of dirt or debris is placed in the pool, the iron golem will lift up the metal pillar around it and attack the one causing the mess (any who help this PC will also be counted as its enemy).

If the pillar is lifted by the party (requires 24 Str), they will see the legs of the golem emerge. When they stop lifting, the golem will continue lifting. If not attacked, it will simply lower the cylinder back around itself once it is fully emerged.

P805. This looks like a typical storage room with shelves of food and two barrels near the door.

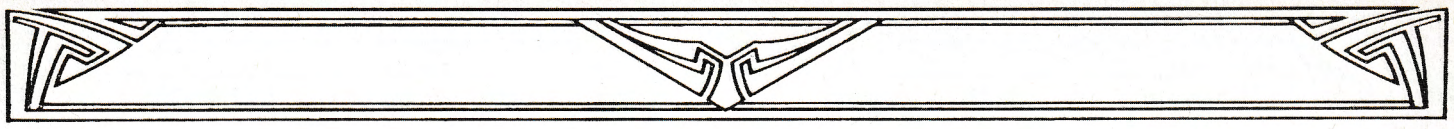
The barrels contain honey mead.

P806. Six pillars support the 25′ foot ceiling of this vaulting chamber. All along the walls and even along the pillars, stone slabs jut out with sleeping rolls, beds, or cribs.

This is the urd nursery. Twenty-six females (HD 1(x8), 2(x6), 3(x7), 4(x4), 5; hp 7, 5, 3, 3, 2, 2, 1, 1, 14, 12, 11, 11, 9, 8, 19, 12, 12, 10, 10, 9, 6, 21, 21, 19, 13, 22 respectively). There are also 27 young which can only fight as kobolds (hp 4(x10), 3(x9), 2(x3), 1(x5)) and thirty eggs.

P807. This lab contains a table filled with bottles, glassware, buckets, and moss cultures. Shelves around the room have similar items. A large slab of meat is currently soaking in a clear box. Many cruel-looking knives lie here or there. To the SW is a large set of stone double doors reinforced with iron. They are barred on this side and look like they could withstand an army. A carving of a mutant beast is upon them (a manticore).

Six meenlock (hp 24, 24, 24, 20, 19, 18) man this meenlock mutation lab. Some books on the shelves outline the experiments that have been going on for the last year on their two manticore. Entries include, "We have finally found a moss potion mixture which causes permanent size increase. Tail spikes are now regrowing at an incredible rate." Some of the bottles contain liquids



that will be poisonous, others contain acids (2d6 damage first round, 1d6 second), others are potions: *potion of fire breath, potion of growth* (x3), *potion of heroism* (x2), *potion of super heroism,* and a *potion of vitality.* Locked away in a small chest on the top shelf are two *potions of polymorph self.* These potions were to be used on the manticore at P808 so they could get to P400 and, with their help, decimate the CEs and NEs there. There is also a locked chest holding 500 gp, 120 pp, 12 gems worth 1450 gp, and two gem encrusted gold necklaces (540 gp each).

P808. (Barred) You have entered a large vaulting cavern. Stalactites, stalagmites, and columns fill much of the room. The floor is very uneven with 1′ to 10′ elevation changes. Many of the central columns and long rock formations have broken off.

In the SE behind the wall of large columns, two giant manticore have their den (AC 0; MV 15, Fl 12 (C); HD 11; hp 63, 59; THAC0 9; #AT 3; Dmg 1d12/1d12/3d8; SA can fire one volley of four tail spikes every round for 1d8 Dmg each, every round they can also breath a cone of fire 20′ wide 40′ long for 2d10+4Dmg; S 30′; ML 15). These monsters will violently attack anything not bringing them food and treasure.

They are nearly mad from the torture of the meenlock transformation. However, they have managed to gather quite a treasure from the LEs: 3500 cp, 5000 sp, 1600 ep, 4000 gp, 850 pp, twenty gems worth 5430 gp, several golden items (chalice, statuettes, etc.) worth 4300 gp, and a 2500 gp gemmed crown.

P809. Six trolls are locked away behind this heavy portcullis. The winch to open the cell is nearby.

Six trolls (hp 34, 34, 32, 31, 28, 24) are here. These captives have been allowed to return to maximum hp so they will provide a better test for the cart on P730.

P810. DM's Note. Two female spriggan are on guard duty here (hp 24, 17 or 52, 38).

P811. (locked eight times +20, +10, 0, 0, -5, -10, -25, and -50) This false door has numerous locks built into it on which the spriggan enjoy practicing their thief skills. Inside is a shelf with twelve copper pieces (one from each spriggan who has picked all eight locks successfully).

P812. A wall of barrels lies opposite a wall of crates. Some of the crates are open showing food of all types except meat.

This area is the walk through storage room which the spriggan use to select their side entrees on the way to P814. The barrels contain water, ale, beer, mead, and one untouched barrel of wine (which they dislike).

P813. (wizard locked 23rd level, requires 45 damage to break) Eight finely carved pillars of beautiful young girls lead up to a fountain in which an ivory statue of a young woman is constantly bathed in liquid.

The columns are actually caryatid columns. They will attack anyone but Zagig who comes more than halfway into the room. The statue in the fountain is made of ivory (from some gigantic monster) and worth 12,000 gp.

This is all that remains of Zagig's counter aging lab. The water of the fountain actually works like a *potion of longevity* if drunk directly from the fountain itself. Even this solution did not appeal to Zagig, as a failure of the liquid could spell death after a certain number of uses. The statue is of Zagig's lover.

P814. This dinning hall is filled with small tables and stools. Two dusty stoves lie in the corners.

Four female spriggan (hp 21, 21, 20, 17 or 46, 46, 44, 38) are enjoying a meal of troll and ale. The two closets each contain two manacled trolls (hp 38, 32, 30, 19, currently 20, 28, 12, 19). The spriggan use them as living livestock. A small shelf in the closet contains a sharp butcher knife and wet stone. The trolls will cringe and shriek when the doors are opened. If freed, they will even aid the party until they can return to their own kind, at which time they will turn nasty again.

P815. Each alcove here is has a mosaic along its back wall. To either side a brilliantly glowing candle rests in a small niche.

The images are of the leaders of the three tribes: the yuan-ti, the gauth (NE), and the rakshasa (LE). The two leaders of the other tribes, the gauth and the rakshasa, are covered by a permanent *wall of force* to protect them. The candles each have a *continual light* spell cast on them.

The wizard assigned to this area made this place for his own strange reasons. Mind reading spells cast at the murals will operate as if cast on the actual creature. This wizard is beginning to consider the "study" as a competition and wanted to weight the outcome.

P816. Many small bed rolls fill this room.

There are currently only five female spriggan here (hp 24, 21, 20, 16, 14 or 52, 46, 44, 40, 32). Three are asleep, and the other two are drunk (-2 THAC0 and AC). A lone spriggan in giant form (hp 21 or 46) is sitting in the double chair supposedly watching for intruders. However, she is 50% likely to be playing with her new *long sword +3.*

P817. This entire cavern's floor is made up of rough rocks and sticks. Six 3′ high rocks with flat tops are set up in a horseshoe opening toward a passage which is blocked by several very large boulders. At the back of the ring is a gong and two statues. Both look like humans except they have no legs, just a snake tail and scales.

The statues are actually halfbreed yuan-ti (AC 0; HD 8; hp 37, 30; THAC0 13; Dmg 1d8+1/1d8+1 double attack with a *scimitar +1*; SA spells). Living among the rocks of this room are twelve poisonous snakes (hp 15, 13, 13, 12, 10, 10, 10, 10, 8, 8, 7, 6; SA poison, save at -1 or become incapacitatingly sick in 2d4 rounds for 1d4 days). If the gong is struck or if a loud commotion erupts, the yuan-ti abomination from P818 will come out. The rocks are wet and slippery; Dex check per round of combat or fall.

Sticks litter the ground, used by the halfbreeds for *sticks to snakes* spells.

P818. A nest of six leathery eggs lies in a clay pot upon a reptilian altar in this cavern. Wet sand leads down to a pool.

This is home to the human armed yuan-ti abomination (AC -4 to 0; HD 9; hp 54; THAC0 11; Dmg 1d8+(1-4)/1d8+(1-4) double attack with a *scimitar +4, defender*). Beside the altar lies a finely carved ivory scimitar sheath inset with emeralds and rubies worth 5000 gp. A small locked chest with a poisoned needle trap (Class D, Onset 1d2min, Str 30/2d6) holds two oriental amethysts (1000 gp each) and an oriental emerald (5000 gp), all coated with contact poison (Class M, Onset 1d4 min, Str 20/5). A small silver table (200 gp value) holds a black cloth which has 1300 sp, 1500 ep, 3300 gp, and 125 pp piled upon it. Two statuettes of snake men of platinum stand atop the pile and are worth 500 gp each. The statuettes are coated with the same poison as are the gems. Under all these coins is a half full vial of poison type D.

P819. DM's Note. The door to the NW is unopenable (appearing locked). However, the walls to either side are a special spell of one of the Ring of Five, *one-way illusion.*

The five ettin (hp 49, 48, 48, 45, 40) here will all stand right next to the wall and then suddenly attack, some hitting the PCs, some grabbing them, sucking them through the wall, and using them as clubs on their friends. The room itself is meagerly furnished with a table and six great chairs to the SW, and a large couch of stone to the NW where a few of the ettin are always on watch. Crates of food and two barrels of water lie in the NE of the room. The ettin are controlled by the aboleth on P900.

P820. This large 35′ high cavern is supported by one massive stone column. There are numerous lesser columns have all been sheered off some 20′ above the floor which, incidentally, is entirely covered by green sludge. This sludge also coats the walls and columns to a height of roughly 12′. The half columns lead off in a number of directions to several other tunnels.

The green sludge is actually a humongous green slime colony (hp 188). Each *cure disease* will only cause 20 damage to this colony due to its enormous size. A permanent powerful enchantment has been placed on this cavern making all non-ground travel magic useless (i.e. *fly, levitate, wind walk,* etc.); however, it dos not interfere with spells such as *teleport, pass wall, spider climb,* etc. Stepping from half pillar to half pillar requires a Dex check every so many pillars depending on the PC's size: gnome/halfling size check every 3, man-sized every 5, giant-sized every 15 pillars. However, another check must

be made anytime a column marked with an "X" is stepped on—these have been coated with a thin layer of lard. Falling causes only 1d6 damage due to the slime cushion. Slipping off a non-lard pillar allows for a second Dex check –5 to attempt to grab the edge, then a Str check to pull oneself back up. The two areas marked with an "I" are actually illusions and do not exist.

P821. Two two-headed giants are eating a meal at a candelabra lit table. All the items of a well kept small home can be seen in the room. The only oddity are the two areas where crates and barrels nearly cover the wall.

These ettin (hp 59, 48) act very civilized since the aboleth on P900 is in control of their minds. They will only attack the party if they or their items are disturbed.

These ettin fill the crates and barrels brought to them by the wizards and other aboleth slaves with food. In the SE area of the room are two interesting tables. The smaller has 8500 gp of small gems on it. The larger table is made of solid copper (1850 gp value), with an open mouthed pig on top. When gems are placed in the pigs mouth, food equal to the gem's value materializes on the table. This is the source of most of the food found in this tower. All of the food containers in this area are empty. However, the shelves and one barrel contain food and drink. The candelabra is silver with gold trim (800 gp).

P822. A couple of crates and a barrel sit along the wall. However, your attention is rivetted to the two-headed giants which are struggling against the far door to keep it shut. Two scaly black tentacles can be seen pressing through.

This illusion will pop up on the door opposite the one entered. The two-headed giants are illusions of ettin. The ettin will never attack, they will only concern themselves with the door. When they get it shut, the whole room will appear to tremble and the doors will groan as if a massive monster is pressing against them. Just keep making things get worse and worse until the PCs leave the area (i.e. the door may steam as if being burnt with acid from the other side, etc.).

The crates and barrel are full of food and ale. These were placed here by the ettin at P821.

P823. An incredibly deep pit lies at the NW end of this hallway.

The pit looks like it is 100′ deep. It is actually only 30′ deep, but those believing the illusion will take 10d6 instead of 3d6 damage if they fall in, which is unlikely as it is not hidden. However, in the SE end of hall is a covered pit which opens when the doors to P822 are opened. There is a small lever on the door which will nullify this trap. The pit's depth, both real and illusory, is identical to the other.

P824. A stone table has been carved out of the wall in this octagonal room. A small black iron chest with cruel carvings upon it sits upon the table.

If detected for, the chest will radiate evil. If opened, a light mist will slowly billow forth. PCs will be able to easily avoid the mist. It will be so thick that the back of the room will soon become clouded. Anyone going into the mist will find the chest resting on the table, closed! Also, the back of the room will not be there, just the chest and the table. The room will have changed so that the chest is now at the center of it. Furthermore, when the old exit is returned to, nothing but a wall will be found. However, on the new back wall, a concealed door can be discovered. When the PC opens this door, it will be discovered that he is in another dimension, such as the AD&D® game's RAVENLOFT™ environment. If the area is exited through this concealed door, it may not be returned to. If the chest is reopened, the PC must make a system shock roll or die.

P825. A chain descends from an iron-cased hole in the ceiling, ending in a solid platinum ring (800 gp).

If the ring is pulled, a magical grate will fall where indicated. The magic of this grate is such that it will negate all escape attempts except those involving a change in form like going gaseous, shrinking, or polymorphing. Other attempts such as bend bars, *teleport, pass wall*, etc. will fail, though these spells will work if those outside the grate attempt to enter.

P826. A hallway goes for 30′ and ends in darkness.

No matter what form of normal vision is used, PCs will only be able to see 30′ in front or behind them while in this hallway. Magical visions such as *true seeing* will only reveal that the hallway goes for as far as they are able to normally see. In reality, the hallway is magically endless. However, every thirty feet forward will shift the PCs one year into the future. Thus if they walk for a mile and come back, they will be 176 years into the future. Walking in backwards will reverse the effect, but only back to the point in time when the PC last entered walking forwards.

P827. The entire NW wall is one 10′ square mirror.

The mirror is actually a one-way mirror which has all the properties of a *wall of force*. It extends into the rock in all directions for 8′. Special holes in the mirror allow those trapped to hear all that goes on to the SE of them, and, of course, they can also see all to the SE. When the party turns to leave this area, the last one out of the narrow area by the entrance to P826 will be teleported back to the mirror and a new mirror just like it will come into existence five feet out from the old one. The PC is now trapped between two mirrors. This effect will then reset. The last PC will likely not even be missed for awhile as he was in the rear when everyone was walking out. The rest of the party may never even think to check this room again, and if they do it is likely that they won't notice that the hall is 5′ shorter than last time.

When enough mirrors add up to fill the narrow section, they will all compress against the far NW wall, killing all the trapped individuals, and the trap will completely reset. Until that time all trapped beings will have any non-magical, non-escape-aiding, non-specific item they desire show up or vanish (food, a bed, money up to 15,000 gp value, etc.). If the mirror is breached this function forever ceases for that particular cube. The other cubes contain (from NW to SE) an insane 8th level elven cleric, empty (a mage *passwall*ed out), a tenth level half-elven bard. The cleric is wearing *elven chain +3*, wields a *mace of disruption*, wears a *ring of resurrection*, and carries a bag of 832 pp, and a 500 gp aquamarine. The bard has a *harp of charming, ring of mind shielding*, and carries three 1000 gp fire opals.

P828. Several torch sconces line this hall. The SW end is covered by a black curtain with red runes on it.

If the torch indicated on the map is twisted, the section of the wall opposite will silently raise up for a few seconds then lower back (crushing anything below it for 2d20 damage). This is a one-way secret door. The curtain is a lure only and the runes are gibberish.

P829. This pantry has food shelves on the left and two large barrels to the right.

The barrels contain water.

P830. You see a living area before you, complete with sleeping mats, tables, stools, and a stove. However, all is very barren and plain looking.

Six F6s (AC 2; hp 48, 38(x3), 34, 23; THAC0 15; #AT 1; Dmg 1d8) and four F7s (AC 2; hp 53, 45, 45, 42; THAC0 14; #AT 3/2; Dmg 1d8) live here. They are all wearing plate mail and shields and wielding long swords. These are previously captured adventurers who are now under the control of the aboleth on P900. Two will always be on watch through the two peep-holes at the one way secret doors leading to P831. They will wait until the party approaches the door to P832, then five will attack from behind. When the party turns to face this threat, five will attack from the new rear out of the other secret door.

P831. Two wall niches lie in this jog in the passage. Each contains a pitcher of silver (20 gp) and a golden mug (20 gp). Between them a small plaque reads, "all guests please drink a mug of each liquid."

One contains *potion of super heroism* the other *potion of invulnerability*. However, when the two are mixed the result is a 01 on the potion compatibility table on page 141 of the DMG. Each pitcher contains four draughts of its potion.

The fighters at P830 know of these pitchers and will chug some if they are able to get to them during combat.

P832. (locked, held by *hold portal* at 10th level and a *wizard lock* at 12th level) A set of dais-like steps lead up to a fantastic-looking door. The

door depicts a round table with a giant ring in its center. Seated around the table are five powerful-looking wizards.

This area is again guarded by aboleth controlled captured adventurers: two T9s and a F10 and R10. The thieves are located near the entrance marked by "T"s while the fighters are posing as statues near the door to P833. The fighters intend to attack the PCs as soon as they walk within range, then the thieves will sneak up and backstab the PCs from in the rear.

The stats of these four have been left off so you can specifically design them to suit your party's ability. They will all have magical items, but no money. The thieves will be hiding in shadows and using any magical concealment items that you might give them.

P833. Two round disks of black stone lie in semi circular alcoves to your right. Opposite them are two square alcoves each containing a statue. The far statue is of a handsome young man wearing purple robes trimmed in golden runes. The near statue looks like a clown or jester.

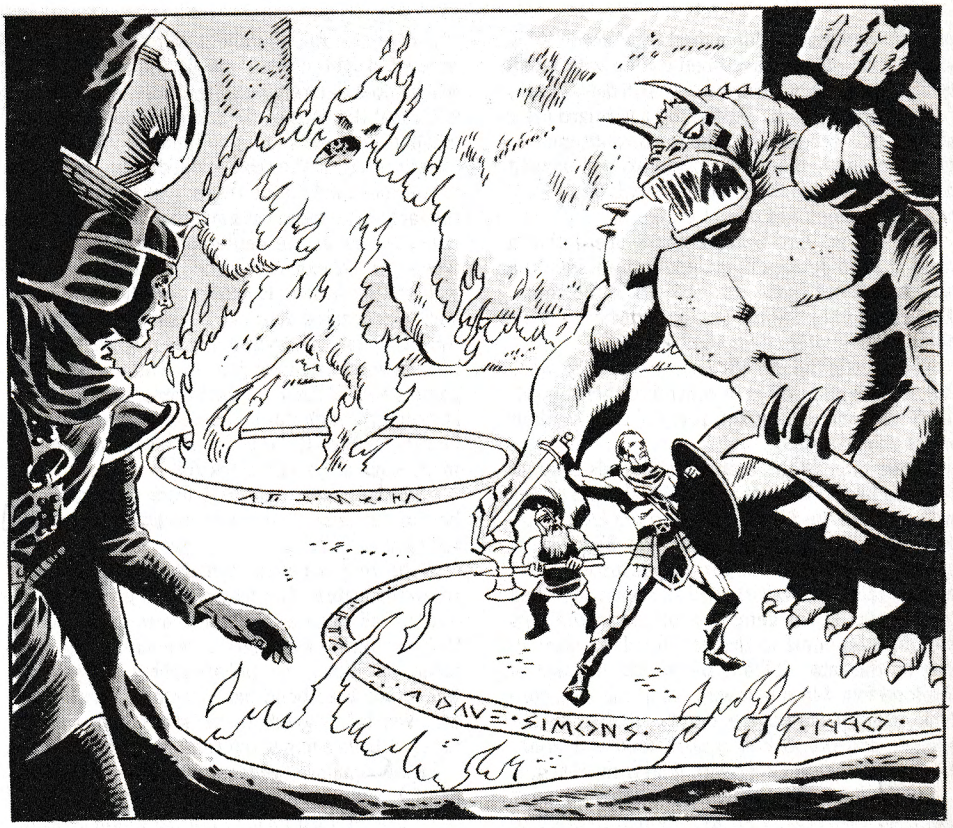
The far statue is of Boccob. The black circles are teleportals. Any being stepping on one while looking at the statue in front of it will become stuck to the disk. They will then quickly dissolve into the stone and disappear. The teleportal before Boccob will send them to P901. The other will send them falling down a circular earthen pit with no apparent end (have them emerge in a fairyland dungeon of nonsense).

P834. (locked -20) A black convex portal rimmed in platinum (8,000 gp worth) lies to the NW. In front of you is a large mural depicting an arrangement of connecting areas. Five small areas are each denoted by a letter B, L, M, S, Z. To the SE is a black desk and chair.

The mural is a depiction of planes of existence. The five small planes have all been created by the Ring of Five and the letter corresponds to the member which claims that plane. If this information were copied and offered to the Circle of Eight, they would likely pay up to 50,000 gp for it. The desk is made of a beautiful ebony hardwood worth 10,000 gp. The chair is worth 3000 gp. In the desk is a single black scroll with platinum writing on it which says, "We have found the portal which solves all problems" The portal is actually a *sphere of annihilation*. However, if an area on the mural is touched and then the portal is entered within one round, the PC will be transported to that plane.

P835. The short hallway ends in an octagonal room. Three of the walls are made of metal. At the top and bottom of each metal wall is a small silver cylinder. The top cylinder pours out a sheet of liquid which runs down the wall until it contacts the lower cylinder.

The liquid is *oil of etherealness*. Any object coated will become ethereal and thus able to pass through the metal wall. The walls are four inches



thick and nearly unbreakable (400 damage). A similar set of silver cylinders is connected to the far side of the wall which produces a sheet of mild acid (no damage, but it will wash off the *oil of etherealness*). Thus, these walls are one way doors. Moreover, any object protruding more than four inches through the metal wall will have the oil washed off and that part of it cannot come back (i.e. once you start through, you must continue through).

Each pair of cylinders is magically linked so that any small item dropped in one will appear out of the other (e.g. scroll sheets, cloth, liquid, gas, etc.). Each pair is circulating enough oil or acid to coat ten beings. However, if the liquid is captured and used as a potion, there will only be enough to act as two potions (the cylinders form a near perfectly thin sheet which allows more to be covered. If the acid is gathered, it will cause 2d6 damage per bottle.

P836. A dead human lies face down on the floor some three feet from the liquid portal. The walls of this area are chipped and blackened as if some war took place here.

The human was a cleric. If he is rolled over a large melted hole will be seen in his breast plate (*lightning bolt*). He was a member of the party separated at the teleportals on P400. Two other of his party will be at P803 (unless already found). All his items were stripped from him. The walls have been chipped by previous victims who have since been removed via the wizards. The secret door is a false one which can be discovered but can't be opened.

Tower of Power, Dungeon Level 9 (P900)

On this level and PB00 are the five wizards who are the apprentices and representatives of the Ring of Five. Their exact stats have been left undetermined so that you can specifically develop them to fit your campaign, setting, and party. You can have the party encounter them where ever you want, together or separately. There are many good places to have them encountered and a plethora of activities they can be involved in. It is recommended that you do not determine this ahead of time, but react to what the party does. Its no fun to place one in a bedroom asleep if the party never goes there (unless the party is nearly decimated and you are experiencing a fit of kindness).

The following guidelines should be used in devising them. Their bodies will have high strengths, dexterity, and charisma as they have all used the goblets at P913 at least once, choosing the best bodies from among the obelisk's

slaves. Their alignments in ascending order of power should be: N, NG, NE, LE, CE. Due to the spells cast throughout this tower, it would be good if one was 12th level and one 10th. Recommended levels would be 9, 10, 10, 12, and 14. They should all be carrying several magical items each including *Boccob's blessed book* and some means of going up and down the spiral staircases without walking (spells, or magic items). The three evil wizards are the ones who have been assigned to monitor the evil monster philosophy experiment on levels P400 through P800. Thus it is their images that will appear on the statues of these areas. One of the evil wizards should be wearing a cloaker (monster) which it has a pact with. Several of the wizards should be armed with magical items (likely weapons) which are actually gingwatzim. The N wizard is obviously the representative of Zagig and will worship Boccob. All other information is left for you to develop and enjoy. Making up actual NPC sheets for these five is highly recommended. Suggested names are Kalbe, Mitt, Sindar Sirion, Zelcon, and Ussisemeel. They manage to put their alignments aside amongst their group, as their drive for the power and knowledge that the Ring of Five possess occupies most of their thoughts. Besides, they know that causing problems in this area would mean banishment from the tower forever as the most gentle punishment, and things could get far worse.

You can have the slaves at P922 encountered while performing any of their duties in several of the rooms.

P901. Two round black disks of stone lie in semicircular alcoves flanking a statue of a handsome man in purple garments with gold runes.

This teleportal area works like the one on P800. The right one goes to PB01 and the left to P833.

P902. At the end of this hallway you come upon a concave window overlooking an octagonal room filled with circles of runes. One of the circles is flaming slightly.

These areas are made of *glassteel* coated on the inside with a thin layer of silver so that they are one way mirrors. They are additionally covered with a *wall of force* on the inside. Any spell cast at the mirror was act as if the caster were actually standing in the center of the closest small circle of runes at P903, coming back at the caster.

The evil wizards stand here to observe the outcomes in the arena.

P903. This large 40' high octagonal room contains a large circle of flaming runes which surrounds three smaller rune circles.

Read magic will reveal that all the circles contain words, phrases, and sayings of containment, defense, summoning, and creation. Even when the smaller circles are inactive, a PC will not be able to walk out of one after entering unless he takes a run and jumps at the invisible barrier or takes some other such action. The larger circle will pose even greater problems. Only magical means will allow a PC to escape it, such as *pass wall, teleport, dimension door,* etc. Any conjuration/summoning spells centered in one of the circles will have a heightened chance of working, longest duration possible, and be increased in other similar ways. This will also cause the outer ring to activate until all possible dangers produced by the spells are eliminated. When active it is virtually impossible to escape this outer ring. Not even a *wish* will aid in this effort unless assisted by great knowledge, power, and luck.

This was Zagig's original conjuration room, where he trapped the gods which he later imprisoned in the Tower of Zagig (specifically Z405). Zagig knew that the obelisk below prevented the gods from calling on any other divine aid and also weakened these beings. This alone saved him from utter destruction on several occasions. The smaller circles have been added since that time at the request of the three evil wizards who enjoy summoning powerful monsters to do battle in this "arena" of theirs.

You could have one of these battles going on when the PCs first find this room, or if captured, the PCs might be able to bargain for their lives by agreeing to partake in a fight to the death. The PCs might enter this room just while one of the wizards is watching from above. They could then be trapped into a combat against their will.

P904. (locked, *wizard locked* 9th level, and they all have heavy iron bars which can be slid in place) These doors are of a strange blue metal.

The doors are equivalent to +3 magic. They are very strong.

P905. (locked and *wizard locked* at the level of the occupants) You see a nicely furnished bed chamber.

The beds all have silk sheets (50 gp). The book shelves contain works from the library (P907), personal notes, diaries, and the occupant's spell books. The rooms belong to the wizards: a) CE, b) LE, c) NE, d) NG, e) N.

P906. You have found the lavatory complete with tub (2,000 gp), wash basin (400 gp), and urinal (150 gp). All three are silver with gold trim.

Upon the tub's edge is a *ring of warmth* and a *decanter of endless water.* With them the wizards can enjoy fresh seemingly warm baths.

P907. You have obviously found a library. A large black table (12,000 gp) with six black chairs (1,000 gp each) around it rests in the room's center. A platinum candelabra with five radiating arms containing unburnt candles stands upon the table. Near the doorway is a unique sloping fireplace with several small mantelpieces jutting out here and there. Some of these contain miscellaneous items. All other walls are lined with filled book cases.

A beholder (hp 73; THAC0 5) floats around the room acting as a guard. It has been permanently shrunk from 6' to only 1' in diameter. However, all of its powers and statistics are the same. It typically rests on one of the mantelpieces as if a statuette. Three permanent *unseen servants* also exist in the room. When the area is entered by the party, one will get the customer register, quill, and ink; one will take a tinderbox down from the mantelpiece and light the fire, the last will await any mentioning of a book type which it will then fetch to the table. If "light" is spoken or someone sits in one of the chairs, the candelabra glow with a *continual light* spell.

The mantelpiece contains three *rings of levitation* (loaned to guests on the way down through the towers), several miscellaneous spell components, a crystal encased scorpion, a large key (to the double doors at P904), and two *potions of vitality* (for those long nights). The register is a massive book and contains many names from many lands. Across from the name is the item bought and the price it was bought for. Upon entering this tower, most buyers are *geased* to never speak of this tower and then a *forget* is cast on them so they do not remember being geased and thus will not attempt to remove it. Thus the secrets rarely leak out. The register has over a thousand entries. Some of the names will likely be familiar to the PCs including higher officials from Greyhawk City.

The other books in this library are of the sagely type. There is a great variety from *Social graces among gnomes* to *Structural Mathematics*. The collection would have significant value to a sage (20-30,000 gp). A small locked box also contains the entire blueprints to the original fortifications of the City of Greyhawk. The Thieves' Guild, or the city itself would pay a nice fee for these old prints (and then likely do away with the PCs).

P908. A single long shelf lines the back of this narrow secret library with many strange books.

On one of the end walls a *mirror of life trapping* has been set to help guard this area. Its surface is covered with a *wall of force* (so it can't easily be broken) which strangely enough will not interfere with the mirror's operation. The items on these shelves include: a small glass covered leather box filled with a cotton cushioned green leaf, a blank *Boccob's blessed book*, a 30 page *book of infinite spells* filled with strictly wizard spells, a *talisman of Zagy*, one copy of each of the protection scrolls in the DMG, a small black book which contains teleportal information about this tower, and a set of ruby-encrusted, silver-bound spell books which contain every wizard spell in the PHB.

The leaf is made of a strange elven metal and when grasped transforms itself into a key (as per P108) which will open the special secret door of the Green Leaf Tavern. All the books have been *fire trapped* (1d4 +20 damage). The black book will contain maps of the two teleportal areas on P400 and P500 and will have verbal descriptions of where left, forward, and right choices will take the user. It will also describe where the telepor-

tal pads on P800, P900 and PB00 take the individuals and how they work. The keyword, 'shahonlee,' along with a description of its function in the P700 teleportals, is also given. Finally three words will appear on a page all by themselves with no descriptions: 'Hophmolock,' 'Zeejom,' and 'Zjarcon'. These are the activation words of the statues on P600.

P909. This room looks like a meeting hall. A round table surrounded by five high-backed chairs fills the area. A crystal ball is supported by a base of five individual hands, each extending one finger to support he ball. On the far side of the room a few steps lead down to a small fountain.

The hands are actually crawling claws (hp 4 each). They will attempt to defend the *crystal ball* from any but the wizards. This will result in three attacking while the other two try to get away with the ball.

The fountain actually contains a *decanter of endless wine*, similar to the *decanter of endless water*, except producing wine.

P910. DM's Note. (*wizard locked* 20th level) The wizards of this level always use knock or some other spell to get past these doors.

P911. This room is a perfect sphere with a statue standing upon a pedestal in its center. The statue is of the handsome purple clad man you have seen elsewhere in this dungeon. He has his back to you and is holding up a hand towards the passage on the far wall as if warning someone there to stop.

The statue is of Boccob. On each finger and the thumb of its warning hand is a ring. Anyone wearing a ring (including the statue) becomes impervious to the type of creature trapped in the corresponding room at P912. Furthermore, the creature type may not pass by the ring wearer.

P912. At the end of short alcoves are five heavy convex stone doors.

If opened, they will reveal a perfectly spherical room lined with runes and magical symbols of all types. These walls are impervious to any damage, escape means, or communication abilities which the creature within has available. However, any other form of damage will hurt the runes, thus freeing the trapped creature. In other words, if the PCs try to kill the being by firing a *cone of cold* and the monster itself does not have a cold-based attack, then some of the runes will be damaged, thus freeing the monster from its confinement. Furthermore, opening the door releases the trapped creature in that direction, but of course the right ring wearer could keep it at bay. These rooms contain a dimension-altering magic which will cause the circular room to be just large enough to comfortably hold its occupant.

The rooms currently contain: A) a very old green dragon (AC -5; HD 17; hp 70; THAC0 5; SA wizard spells 5, 4 and 18d6+9 breath weapon; MR 40%); B) empty; C) two aerial servants (hp 65, 64); D) a ki-rin (hp 55); E) empty. None of these beings knows where they are as they were all summoned here via P914. All will attack first and ask questions later (including the ki-rin) as they have been summoned, imprisoned, and isolated. The ki-rin is the only one which may stop its attacks if the party tries to negotiate with it (or contacts it before opening the door). If freed, the ki-rin will provide any instant aid it can offer and will tell each PC its "true name." It will explain that each PC can call on it once and it will come to their aid using all its powers to help them.

The aerial servants were captured by the wizards living on this level. The other two were entrapped by the powers of the Circle of Five. The wizards on this level are extremely nervous about having a trapped ki-rin living some 50' from their beds.

P913. You have come to a four way intersection. The two passages to the left and right dead end after only 10'. To the SE is a recessed niche which contains a large decanter and a delicate wine glass. The other dead end has an octagonal 3' high pedestal at its end. Upon the pedestal are eight, eight-sided black crystal goblets.

The decanter contains twelve doses of a silver liquid of the consistency of mercury. This will prove to be lethal poison (save -5 or die) to anyone not able to cast spells. To spell casters, it imbues them with 80% magic resistance for one hour per dose. During this time, their skin will become silver. If a goblet is touched, the PC's life force will be trapped within it. This will cause the goblet to glow with a yellow light while the PC's body remains animated in a magical undeath. If a lit goblet is touched by a PC who still has his life force, then both life forces will be in the goblet and the weaker one and its empty body will both die (use XP to determine power). If an empty body touches a lit goblet, then that PC's life force will enter the empty body. A life force in a goblet loses 100 XP per hour.

The wizards place their life forces in these receptacles before summoning powerful beings so that if they are killed, one of the aboleth's slaves can be brought to this area and they can take over its body. This has happened in the past. The glass is worth 100 gp due to its delicate nature.

P914. Five large black stone disks rest upon the floor in this room. On the 1' high edge of each disk are many runes and symbols. A long bench lines the SE wall, and a shelf sits to your left.

Read magic will reveal that the center disk contains runes of containment, defense, creation, and summoning. The others don't include any creation or summoning symbols. The bench contains bins, bottles, and small boxes filled with nearly every spell component known (excluding the highly valuable ones). There are also two five-foot bars made of concentric bands of copper, silver, electrum, gold, platinum, and diamond dust. Each is worth 3000 gp. Below the bench are many of the items commonly needed in high level magic such as cauldrons, candles and candelabra, etc. The value of the components is around 6000 gp and the value of the summoning items is about 10,000 gp.

The shelf contains books detailing processes to summon various creatures. A double volume on the lower shelf is an actual ledger of all beings summoned in this room and any notes of importance. This list will be fantastic. Nearly every powerful monster in the MC has likely been summoned at one time or another. Notes include such things as the fact that Zelcon's body was destroyed in an attempt to summon an efreeti. These facts would be of considerable value in the tens of thousands of gold.

The two bars are used to connect the central summoning pad to the outer teleportation pads. Each of the five pads can teleport, but they are each in tune with a specific room at P912. This room was built later than P903 and does not have the power of that other room, but it was created such that transferring a summoned being to the holding areas is a nearly fail safe process. For beings of the non-deity nature, the containment magic will suffice. The only drawback is that the wizard performing the summons must remain within the magic circles and thus is subject to a monster's wrath if it should break free.

P915. (door is a killer mimic: HD 10; hp 75) Two large cauldrons are built into a long table which occupies the length of this narrow room. All the walls are lined with shelves. A very unnatural smell fills the air. All around the room are pockmarks, strange discolorations and patches of soot.

This is the potion brewing room. One of the Ring of Five recently took most of the contents to his plane. All that remains are two cauldrons, some miscellaneous glassware, five potions (*cloud giant strength, heroism, philter of glibness*, and two *poison*), a bottle of unicorn neighs, a flask of pike breath, and a jar of sulfur.

P916. (locked) A natural cavern with rock columns and stalactites extends before you. You can see a manmade pool between two columns.

This area is protected by a trapper (hp 69) and two lurkers above (hp 60, 55). The trapper always situates itself under the two lurkers and forms a false crate to draw victims near. It will wait until the two lurkers attack, hoping that any allies will then run in to their aid, and it can then envelop them. It will be careful not to envelop the lurkers.

This was another elemental experiment. Each well is filled with water. From the center of the water different elements shoot into the air and then vanish. The three wells in the large area spout fire, water, and bubbles (air) into the air. The fourth well appears to be shooting rock and dirt upwards. The true use of these wells is far beyond the party. However, they each have many magical properties which could affect the

PCs. The water itself acts like various potions: fire) *fire breath* or *fire resistance*; water) *water breathing* or *sweet water*; air) *flying* or *gaseous form*; earth) *treasure finding* or the special ability to move through earth at normal MV (this ability will last until first used and will terminate as soon as the individual first steps from the earth). If any of the liquid is bottled, it will maintain its potionlike properties for one hour, then it will erupt into an 2d8+8 HD elemental of that type. Anyone immersing themselves in a pool or pouring the water over them will receive the effects of *oil of elemental invulnerability* of that type.

This area is off limits to all but the Ring of Five. No treasure will be found in this area as none but the Ring of Five members and an occasional stripped down captive (for food) has ever entered this room. At one time all the pools were next to each other, but they are slowly separating. The earth pool has even caused a small cavern to form around it as it passed into the wall of the original cavern. It is making its way to a weak area in the magical lattice of P930 where it will begin to destroy the crystals.

P917. Another one of the purple clad statues rests against the wall here. His hands are positioned as if pushing back a wall.

Again this statue is of Boccob. This statue is warding off the magical disturbances caused from P930. Both secret doors leading to P930 have been *wizard locked* at the 26th level.

P918. A large pool ripples at the far end of this cavern. Two warriors instantly advance upon you.

These two F12s (AC –5 (Dex, *shield +3, field plate +2*) and –3 (*full plate +2* and Dex); hp 99, 91; THAC0 9; #AT 2 (both are specialized); Dmg 1d6+6 (Str and *short sword +2, nine lives stealer*) 1d10+5 (Str and two-handed *sword of life stealing*. Both have been bestowed with an 80% magic resistance (the work of the Ring of Five) and the second wears a *ring of spell turning*) stand guard here. Once battle starts, the aboleth will come to their aid with illusions (hp 51).

These two fighters have been under the aboleth's control for so long that they will actually fight on its behalf. If threatened, the aboleth will swim away. This creature is an old friend of Zagig's and has been responsible for much of his growth in power. It was long ago when Zagig first encountered this aboleth while exploring an underground river. There an exchange was made in which the aboleth led Zagig to this area and informed him that an item of great magical power lay somewhere below this cavern. If the PCs are about to kill the aboleth, great magic will work on the aboleth's behalf to save it.

P919. A mound of treasure lies on this shore.

This is the aboleth's private trove. It contains 6,000 gp, 2,000 ep, 2,000 pp, 10 gems worth 6,500 gp, a crown and scepter set valued at 11,000 gp, and the following potions: *potion of water breathing* (x2), *philter of love*, and a decanter of *sweet water* (three uses).

P920. The plentifully but blandly-stocked storage room before you has one oddity—a large bin of moss fills the last third of the room.

This moss is of the highest "aboleth quality" and is brought to the aboleth by its slaves as desired. It will have no value to the PCs.

P921. The hall ends at a small octagonal area containing a well complete with crank and pail. Several buckets lie around the well.

The well contains typical water. However a secret compartment built into the stones of the well contains two *potions of sweet water*. These are used when the water is obtained for the wizards and guests and for cooking.

P922. (see P926 for the door in that direction) This area has two wings branching to the NW and SE. Each contains five wooden doors.

These rooms are filled with a sleeping mat and a wash basin. They are tidy, clean and bland. The obelisk's ten mentally-controlled slaves rest here when they are not performing their duties. Most of them were captured on P300 by the wizards who live in the pyramids on P100. They will not fight unless attacked and will generally behave like zombies. They can be of any class and from 2nd to 5th level. However, they will all have very high Str, Dex, Con, and Cha scores (thus they tend to be fighters or other combinations which would have high attributes in these areas). None will have magical items nor valuables. They can be armed and spell casters will have memorized spells.

The slaves' duties include: feeding the obelisk, feeding the basilisks, tidying up the area, preparing meals for the wizards and guests, and anything else the wizards or obelisk desire.

P923. You have entered a spotless kitchen complete with all necessary utensils.

P924. This pantry smells exquisite. Obviously the food here is of the highest quality.

There are all types of delicacies stored here. The barrel contains the finest of Veluna wines (2,000 gp). The other food items are worth a total of 12,000 gp, but transporting them will certainly ruin much of the value.

This food is prepared by the slaves for the wizards and their guests.

P925. The table in this dinning room could rival that of many a king. It is covered with a silk tablecloth (125 gp), silverware (900 gp), and two small platinum candelabra (400 gp each). The table and chairs themselves are made of a black hardwood (8,000 gp table and ten 500 gp chairs).

This is where the wizards bring their clientele to perform the final negotiations and purchases of magical items. The wizards will then go to P929 (employing several *knock* spells) and obtain the goods.

P926. (see P930, the NE door is locked and trapped; save vs. poison –5 or die—this magical poison is so strong that the PCs flesh will then dissolve to mush in five rounds) Steps lead down to a small side cavern with a door to the S. A mallet and gong stands near the wall.

If the gong is struck exactly once, the two greater basilisk at P927 will wander through the large swinging door to P928. Otherwise, they will be at P927 and will attack anything that enters.

P927. A large natural cavern lies here. Stalactites, stalagmites, and columns fill much of the area. The ceiling and floor are both very uneven with changes of up to 10′. A beaten path leads S and then branches.

Two greater basilisks (hp 57, 54) guard this room. A large trough of water and a side of pig lie just around the corner to the N.

P928. You push past a non-latching swinging door into a smooth floored chamber which seems empty.

The greater basilisk will be here if the gong at P926 was struck exactly once.

P929. (locked and *wizard locked* at 23rd level) A bench and table are built into the S and E walls, respectfully.

This is the magical warehouse of the wizards. It is currently at a low, only holding these items: potions of *oil of timelessness, ESP, growth, invisibility*, and *elixir of health*; three wizard scrolls having 3 1st-4th, 7 2nd-9th, and 7 1st-8th level spells on them; a scroll of *protection-fire* and *protection-earth elementals*; rings of *free action* and *mammal control*; a *rod of smiting*; a *staff of command*; and a *wand of fear*; a *shield +1* and *shield +2*; a *scimitar +2* and a *long sword +2*; and finally a *libram of silver magic*. The charged items have not been in this area long enough to adapt to the magic of the tower and must roll on the Magical Deviation Table.

P930. (locked, *wizard locked* 26th level, and barred from the inside, cannot enter this room via magic) This chamber is filled with brilliantly lit crystals ranging from 6′ and less in length and from 1½′ and less in diameter. All are octagonal. The remains of a rock column lie in the room's center.

Any magic cast in this room will result in the item or caster being emptied of all magical powers as they are sucked into the crystals. The crystals themselves are nearly indestructible (treat as an artifact). If the party should happen to chip one, it will have twice the value of diamond due to its perfect structure and ultimate hardness. They have the density of lead.

This was once the holding cell of the *Earth Stone*. Its location was hidden from Zagig by the obelisk until after the *Earth Stone* escaped this area. When Zagig summoned the nine deities to P903, the obelisk had to exert a tremendous amount of energy so that they would not notice the presence of the *Earth Stone*. This room is still the transmitter of the obelisk's powers. Only the Ring of Five are allowed here.

Tower of Power, Dungeon Level 10 (PB00)

Due to the nature of the obelisk at PB13, no magic of any type will function in this open cavern unless the magic occurs within the dragon on this level. The only exceptions are the teleportal at PB01 which will only function if the special curtain covers the balcony opening, and spells cast through the dragon's eyes. Thus *ioun stones* will drop to the floor, *continual light* spells will go out, etc. Note that this is not a dispelling of the magic, but only magical white noise of such intensity that it cancels out other magic. When the PCs return to an area where magic works normally, their *continual light* spells will again glow, etc.

The dragon was raised here by Zagig from a hatchling. It was fed only the highest quality gems, as dragons often feed upon gems, and thus grew to this immense size. Zagig constantly soaked the gems in *potions of speed* thus aging the dragon quickly. He also built the summoning room at P903 in order to summon in powerful monsters for the dragon to combat (thus giving it the experience necessary to become truly great). In this way he grew one of the most powerful dragons to ever exist on Oerth.

When all this was done, he then summoned and successfully trapped nine gods in the Tower of Zagig. Somehow (perhaps a pact, perhaps a ransom) he used their powers with his to turn the dragon into a pseudo living temple and chip off five pieces of the obelisk to be placed within this temple.

If the party should for some reason pursue an attack on the dragon, treat it as a great red wyrm with 192 hp which will defend itself using spells (which will work for it), breath weapons, and its bite. However, it will only act with an intelligence of 3.

PB01. You appear standing upon a disk of black stone with runes carved in three concentric circles upon it. The far end of the room is draped in a black curtain with many symbols and strange items upon it. The air is very warm and foul smelling.

Read magic upon the teleportal will reveal that the rings, from outside in, are for 1) protection from magic, 2) absorbing magic, and 3) teleportation. The curtain's runes say things like, "I accept magic as does a mirror."

Woven into the curtain are many small items including lodestones, skin from the central eye of a beholder, glass shards, sheets of silver, etc. If any of these are removed, the curtain will cease functioning, and the teleportal will also fail to work in three rounds. Opening the curtain has the same effect on the teleportal. Replacing or fixing the curtain will restore things. If the curtain is fully intact, the side towards PB03 is impervious to magic from wizards of 9th level or less and is impervious to fire-based or air-based damage. However, it is very large and cumbersome.

PB02. An ornate gong rests on an all stone balcony overlooking a fantastic site (read PB03).

If the gong is struck, the dragon will raise its head and roar mightily then it will breath flame or chlorine gas (50/50) upon the balcony, then it will put its mouth close to PB04 and extended its tongue into that room for the next five rounds. Anyone not behind the curtain will take 24d12+12 damage from the breath weapon (save for half; those successfully disbelieving will also reduce the effects by half so a total of 1/4 damage could be achieved). The breath weapon is only partially real.

The gong and balcony both contain runes of protection vs. heat and corrosion. The chest cannot be seen from this area through the dragon's body. The only clues to its location are a few crystals protruding from the ceiling in that area (these lead to P930 above).

PB03. A humongous gold dragon over twice the length of any ever mentioned in legend fills this massive 150′ high cavern. The beast seems to be standing on little rock islands under each foot. The rest of the floor is a bubbling mud pot. An occasional bubble bursts releasing a 25′ high jet of blue flame accompanied by a small swirl of green gas. A stinking heat sears at your skin as you observe. The top of a large cloud of mist or fog can be seen to the SE. Smoke rises up from behind the dragon to the SW. Finally a small outcropping of crystals can be seen on the S ceiling.

Every round spent in this place will cause 1 point of heat damage and 1 point of chlorine gas damage (filtering the air will reduce the chlorine damage to one per turn). Those in metal armor will take an extra point of heat damage once a turn. Anyone falling in the mud will sink 1′ per round (double if struggling) and take 1d12 damage per round. The flame jets (which are 50% likely to strike any area disturbed (i.e. if a PC falls in) will cause 5d12 damage, and the accompanying chlorine gas will cause an additional 3d12 (half on both if a successful save vs. breath weapons).

PB04. This room is extremely hot. An opening to the SE looks out over into the large cavern.

After the gong is rung, the dragon will move its mouth near here. It will then open its mouth and extend its tongue for five rounds. Next, it will return to its normal pose.

PB05. (The secret door is *wizard locked* at 26th level) As you walk into the dragon's mouth, you pass a row of incredible teeth and enter a landing. Strangely, the upper part of this monster's head is actually hollow and filled with a set of stairs and two balconies with the dragon's eyes as windows. A curtain is drawn over the

throat. Blood vessels can be seen pumping through the walls of dragon flesh.

The mouth will soon close. It will only open if a *knock* spell is cast upon it. If attacked from within, the dragon will spit the PCs into the mud and breath on them.

This is a great place to have a wizard come when the gong is first sounded as he can then cast spells out of the dragons eyes upon the party.

PB06. The throat opens up into the vast rib cage of the monster. Two stone structures, an octagonal dome and a pyramid with the symbol of an eye in a star upon its sides, appear to be suspended in thin air here inside the dragon's 40′ diameter hollow rib cage. Most of the area is lit by a brilliant blue glow coming from the tip of the pyramid. Two openings can be seen on either side about halfway up the walls (leg entrances).

At the far SW are five triangular rooms with doors and a 20′ diameter black disk also floating in the air. These are hidden from the PC's view upon entering. For those who don't have means of air travel, the fleshy walls of this room are easy to climb (Dex check, if failed a PC may use any climbing skills available).

PB07. (entrance can only be gained through the teleportal at PB08) By the sheer energy within this room, you know you have literally found the heart of this entire area. A foot-thick octagonal slab of pink agate rests in the very center of the room. Above it floats a giant heart with all its vessels connecting to the agate. Floating above the heart is a slowly rotating shield shaped black obsidian. Four stone protrusions each contain a small crystal surrounded by a magic circle upon their vertical surfaces.

The heart is the shrunken heart of the original dragon. It still has a slow beat. Closer inspection will reveal that it has many scars and wounds upon it. *Read magic* upon the runes will show that they speak of power absorption and concentration. The obsidian is actually a fragment of the obelisk at PB13. The crystals within the magic circles were taken from the crystal room on P900. Each is worth 10,000 gp. Any magic used here will be sucked into the chip. The chip itself cannot be moved nor can its rotation be stopped.

When the wizards make a magical item, they must insert it into the heart. The master wizard of the project then summons the powers of the other four (all at PB11). All this energy is then captured by the shard of the obelisk at this area. After performing the proper spells (which are also absorbed by the obelisk shard), the wizard then takes the 25,000 gp crystal hidden below the agate and uses it to summon forth this combined magic into the dragon heart which then 'beats' it into the item it contains. In this way nothing but the base item and magical power is needed to produce magical items. Of course the four supporting wizards will all be totally drained of all spells and the dragon heart will need to rest before it can perform again.

PB08. (although magic works here inside the dragon, it will not function to enter this room unless cast from within the magic circle at PB09) You have come upon a lab. A large fleshy vat of bubbling liquid sits to the S. All around the slanting walls are books lining shelves. Below them on another shelf are many bottles of liquid, glassware, and strange components. There are also two tables with chairs.

This is the alchemist lab. The large vat is actually a section of the dragon's old stomach and is now filled with acid. The books are half about alchemy and half about runes and magic circles. Due to the oddity of this approach to magic, these books would only bring a price of 2000 gp even though the knowledge and techniques are actually priceless. The secret door hides a misty teleportal which is linked to its twin at PB07.

Zagig discovered that employing alchemical techniques when forming the runes and symbols of magic circles caused them to be much more effective. Certain alchemical substances accepted and bonded his magic more perfectly into the runes. This work will be too complicated and strange for any PC to employ. The acid vat contains very potent acid which is used to etch stone. A bottle of it would cause 6d8 damage if thrown on someone.

PB09. Five triangular floating rooms surround a floating black disk of stone with runes carved around its edges.

Read magic will reveal that the runes are those of teleportation and portal opening. Five repeating symbols will not be decipherable. These are the personal symbols of each of the Ring of Five. Each can open a portal to this pad from their own plane. Also, anyone who stands within this pad and casts *teleport* will succeed in transporting himself outside of the dragon.

Interestingly, the ring with the five repeating symbols inspired the Ring of Five's name. This especially struck Zagig, for he is a master at constructing magic circles and has taught the others some of his techniques.

PB10. Upon opening the door, you see a bed standing up against the far wall. It is covered in luxurious blankets (100 gp per room) and silk cased feather pillows (35 gp each).

The gravity within these rooms is only half normal and is aligned along the rooms far edge (under the bed). A permanent *sleep* spell is in effect within each room. Although this won't affect high level PCs or the wizards, it does aid in falling asleep when one wants to. It also ensures a deep cleansing and refreshing sleep.

The wizards often refresh themselves here before and after employing the powers of this temple of magic.

PB11. After climbing down the shaft, you come to a small room containing naught but a foot diameter shield shaped chip of obsidian.

Any magic used here will be drawn into the chip and sent to PB07. This chip will be unmovable even if the wall it is "mounted on" is cut away.

This is where one of the other wizards goes when they are empowering a magical item at PB07.

PB12. The passage ahead curves out of sight to the left as it narrows.

Although the passage will appear to be level due to an illusion, it actually begins to fall and is coated with lard. From the PCs perspective, it will simply seem as if they are skidding along (not down) the passage. The tip of the tail will appear to end in spikes aimed so that they will wedge the PCs in the tail's end. However, this is an illusion, the tail actually has no tip and the PCs will fall out of it into the mud 30′ from the island where the chest is.

PB13. (The secret door is *wizard locked* and *fire trapped* at 30th level) A giant 15′x25′x15′ chest of platinum rests upon this concealed island. A giant padlock holds the chest shut.

The platinum is only a thin coating covering iron. If all were collected, it would be worth some 11,000 gp. The padlock is false and any thief attempting to pick it will always fail. However, a secret door to the E does allow access. Within lies the obelisk which drew Zagig to this area. The obelisk is a large 9′ diameter stone which looks as if made from obsidian. One large shield-sized and -shaped chip is missing from it as well as four smaller such chips. It rests in the chest's very center and is supported by a delicate interwoven spiral stand of platinum (3,000 gp). However, this is only for looks. The obelisk is actually frozen in space in relation to Oerth. It can only be moved or scratched by powers equivalent to multiple deities under the careful guidance of a brilliant mind. Any magic used in this room (even hitting a magical weapon against something) will strip that item or PC of all magical powers (of course PCs will be able to rememorize spells later). Those touching the stone may save vs. spells and, if made, the effect only lasts for 1d8 days.

Only the Ring of Five ever come here. Zagig actually placed several of his original creations in this room as a tribute to the obelisk. These items have been so exposed to the obelisk that they have gained several special properties. They have been filled with the obelisk's powers of existence (thus they are as difficult to break or destroy as an artifact). This causes the two charged items to relinquish their powers while only using only half the normal charges. They are also in tune with the obelisk and will function normally anywhere (even in PB03), however, striking the obelisk with one will cause the obelisk to drain of all magic. Finally, this same resistance to anti-magic will make them able to ignore most all magic which would hinder their function. Thus the weapons could attack through a *wall of force* as if it were not there or function magically in a

room in which no magic, not even *wish*, should function in. The items of memorabilia include: a *staff of thunder & lightning*, a *wand of wonder*, a *deck of many things*, *leather armor +2* which will act as AC0 due to its near indestructibility, and two intelligent weapons. The first is a *war hammer +2*; Name Onik (Thunk); Int 14; speech; AL LN(G); detects "elevator"/shifting rooms/walls in a 10′ radius and precious metals, kind, and amount in a 20′ radius; speaks common and dwarvish; Ego 6; Personality 20. The second was made by the Ring of Five themselves and was placed here because its power was too great to give to anyone they did not hate, for they knew it would soon destroy them. It is a two-handed *vorpal sword +5*; Name Dryanon ("the Greatest"); Int 17; Speech and telepathy; AL N; detect traps of large size in a 10′ radius, detect magic in a 10′ radius, detect secret doors in a 5′ radius, detect invisible objects in a 10′ radius, teleportation 1 time/day for 600 pounds, flying 120′/turn 1 hour/day, heal 1 time/day; special purpose is to defeat all diametrically opposed alignments (see below); special purpose power is disintegration; speaks common, elvish, dwarvish, halfling, gnome, evil dragon, good dragon, with plants, and with animals; it can read languages and magic; ego 35; personality 52.

This great sword will be the doom of any PC who wields it. Glad to have a wielder, she will at first act only as a typical *sword +3*. However, her ego will soon force her to use telepathy as empathy warning the PC of things she can detect and aiding the PC here and there. Slowly, she will reveal more of her powers (healing the PC at a crucial moment, using one or both of her other pluses, or even vorpalizing an opponent or two). Eventually she will burst forth and preach to the PC and his party of all her great powers (which won't be exaggerations). Of course, she will soon want to lead the adventures and will want to be handed over to the most neutrally aligned and powerful PC in the party. Her missions will be to uphold perfect neutrality (whether toward good or toward evil depends upon the unbalance). Soon she will want the PCs to all convert to Boccob's worship, or become druids, etc. Obviously, the players will soon wish to be rid of her, but this will take a great deal of effort on the PCs' part for she will totally control her wielder (see intelligent weapons page 188 of DMG).

Although Onik will serve as best he possibly can, he will have a ceaseless habit of moaning, whimpering, and snivelling about his uselessness. Even when he does maximum damage or saves the party, he will blame his success on luck. He will even break into sobbing fits and beg to be destroyed. All this is the result of sharing this room with Dryanon who refers to Onik mockingly as Thunk. Dryanon constantly tells Thunk how worthless he is, comparatively. Thunk has now decided that he is the least powerful intelligent weapon ever made and was placed here due to his worthlessness just as Dryanon was placed here because she is too great to be wielded by any being who does not come here for her. The only cure for Onik's problem is to show him a lesser intelligent weapon. Until then it is whimpering Thunk to the attack.

The Watchers

Even the wizards don't know why the fire, smoke, and steam mephits have slowly collected around this cavern. They seem to rarely fight among the various clans, and they stopped harassing the wizards after the first dozen mephits were killed. Also, most puzzling of all, their powers seem to function normally as if unaffected by the obelisk. The wizards are a little alarmed at their presence. What the wizards haven't yet determined is that a powerful and wise galeb duhr leads each clan.

The entrances to the steam mephit complex constantly run hot water. When this hits the magma below, it forms a billowing cloud of steam below their lair, so the walls leading to these entrances will have a -35% penalty for climbing due to the moisture. The entrances to the smoke mephits issues forth varying amounts of smoke. Often the entire SW corner of the room is covered in smoke. Occasional jets of flame shoot out of the fire mephits' lair.

The galeb duhr will assist the mephits if attacked, but will generally attempt to stay hidden within the stone. The mephits themselves will harass and attempt to kill any PC they can get their hands on. This adds to the hazards of falling in the mud or crawling around on the back of the dragon.

The mephit complexes are extremely barren, not even the typical few platinum coins will be found in their area.

PB14. DM's Note. This is home to 14 fire mephits (AL NE; hp 24, 22, 20, 19, 16, 16, 16, 15, 14, 12, 12, 12, 10, 9) and one galeb duhr (HD 10; hp 72; THAC0 11).

PB15. DM's Note. This is home to 17 smoke mephits (AL NE; hp 23, 21, 20, 18, 18, 17, 16, 15, 14, 14, 14, 13, 8, 6) and one galeb duhr (HD 10; hp 74; THAC0 11).

PB16. DM's Note. This is home to 20 steam mephits: AL NE; hp 25, 18, 18, 18, 17, 17, 17, 16, 16, 16, 16, 15, 14, 14, 14, 13, 11, 9, 8, 6) and one galeb duhr (HD 10; hp 73; THAC0 11).

The Tower of Zagig

Even from a distance it is clear that the fortress castle is now nothing but ruins. The menacing, thick stone walls have been worn down by the wind and elements, or perhaps the magical forces unleashed by their creator. No one knows—it has been so long ago that even elder elves cannot recall precisely how the castle came to such an unceremonious end.

Through the open, smashed doors you can see even more of the destruction. The once mighty pillars of a magnificent courtyard lay crumbled and broken, strewn about the stone walkways where weeds and brush have sneaked up through ancient cracks. An overwhelming feeling of dread and foreboding that first touched your insides on the stone bridge intensifies here, threatening to choke off your very breath and life if you don't turn back. The shadows are long and deep, the hiding places many, and the mystical aura wrestles with your consciousness, warning you that these stones should remain undisturbed.

But your footsteps are not the first to fall upon these paths, as the trails you follow testify. Nor are yours the first bones to pass through the gates, as other bones, aged, white, hideous bones, litter the boulders and walkways. The walkways lead to a central building, once a terrific domed chamber, now reduced to a roofless mass of broken stone and fallen pillars. In its center is a small arched doorway revealing stairs which lead downward into an unending darkness. For a moment you take a breath, perhaps the last breath of clean surface air you will ever taste, and you take pause to wonder how many of the feet that have plodded down these steps have ever returned the same way.

The upper ruins of the central castle hold little of interest or value. A party which takes the time may map out where buildings and walls once stood, and even to what purposes they were put, but this will be of little value. The entrance to the dungeon is easily located—it should take your PCs little time to find it.

Ogre Lair: Among the ruins live an entire lair of ogres who prey upon the few parties that manage to return through the arched stairway to the surface. They also, on occasion, try to battle those adventurers making their way into the ruins, as they certainly will do with your PCs. There are 12 ogres (hp 30, 28, 26, 25, 23, 22, 20, 20, 19, 19, 16, 15). If the ogres are defeated and the PCs make a search of the ruins, they will eventually find the lair. Besides straw beds and a variety of meats hanging to dry, they will find a stone chest containing 2,300 cp, 1,700 sp, 300 gp, 4 gems (50, 50, 100, and 500 gp), a *potion of clairvoyance* and an *oil of impact*, the latter two held in very delicate glass vials.

Stairs Going Down. The arched stairwell leads to steps that are 10′ across. The steps are worn and littered with occasional piles of bones and debris. The stairs themselves go down roughly 15′, then end in a 10′ by 20′ landing where they turn and continue down facing the opposite direction. It is easy to see down to the next landing at any given time using any light source. The ceilings in the stairway are 15′ high.

First and Third Landings. The ceilings of these two landings are trapped, and can be detected as such. Magically hardened steel bars will slam down once the last person in the party reaches the landing in question, trapping all inside the dungeon. The trap is hidden at the ceiling by a *permanent illusion* of regular stone blocks. The bars cannot be bent by less than titan (25) strength, and are magically held in place with a *wizard lock* from a 25th level wizard. Note that there will be two sets of identical bars between the PCs and the outside world once they all reach the third landing. There are a variety of spells which will allow the PCs to get through these gates, including *alter self* or a *potion of diminution* for passing between the bars, and *passwall*, allowing the PC to go around the gates through the stone—the gates are a hindrance, not an absolute blockade.

Fifth Landing. The back wall of the third landing is also a *permanent illusion*, hiding another 20′ deep section of room. Here hide a dozen armored trolls whose sole purpose is to attack parties descending the stairs from behind. Once the PCs are on their way to the sixth and seventh landings, the armored trolls (HD 8+6; AC 2; hp 54, 52, 49, 46, 46, 45, 42, 41, 41, 40, 39, 39) will come out of their hiding place and attack.

There is a secret door in the rear of the fifth landing, beyond the illusionary wall, behind which is a small chamber with the armored trolls' lair. They have accumulated a number of objects, including a set of five fire opals (1,000 gp each) in a velvet lined wooden case, 470 gp, 290 ep, plus a variety of weapons, armors, and shields. If the PCs search the armory thoroughly they will find a *shield +3* with the Oak and Staff symbol of some raiders on the Wild Coast, a set of *splint mail +2* of unknown origin made for humans or half elves, plus a suit of *chainmail +1* of dwarven make.

Seventh Landing. The last step before reaching the seventh landing is the trigger for a gas trap in the ceiling. Depressing the step releases a large amount of *cloudkill* gas that will immediately sink to the floor and down the stairs. Make all appropriate saving throws, taking into consideration any fighting with armored trolls that might be going on.

Ninth Landing. The ninth and final landing is actually the first room of this level, Z101, described below.

Administering the First Encounters

Getting into the central tower will be a chaotic series of encounters with gates, armored trolls, gas traps, and finally caltrops. The situation should be confusing and dangerous to let the PCs know what they are getting into.

About the Tower of Zagig

This dungeon, especially its upper levels, has been visited by hundreds, even thousands of adventurers. They have left their mark upon it over the years, in several important ways.

Bones and Debris: These ruins are old, as old as the City of Greyhawk itself, built of stone hewn from the native rock of the Cairn Hills. The centuries of neglect have taken their toll on the ramparts of the castle; many have collapsed, their towers crumbling away with the passage of years. But the ruins and the riches below haven't gone unnoticed by those of adventurous heart over the long years; indeed the trail between them and the city is well-travelled and clearly marked. Hundreds and even thousands of adventurers have journeyed to the ruins to take their chances with the dangers within. Many have returned with their plundered treasures and stories of battle. But many others never left—to the weak or foolish the ruins are never forgiving.

The bones and debris of the less fortunate adventurers litter the stone passages and rooms of the dungeon levels. In some areas the bones are being put to use by the indigenous monsters; some collect them to use as barricades or decorations, while others might use them for reanimation. Those specific uses will be described where they are used in the dungeon. Other more general consequences of the skeletal debris are tripping and scavenging.

Tripping: Some areas of the dungeon floor are so littered with bones that they will be hard to walk across. In general, unless there is a combat situation, these areas of bones should be easily navigated, possibly slowing the party slightly. However, when in combat, the bones may cause problems for both monsters and adventurers.

Adventurers who attempt to run through or fight in areas of bones must perform a Dexterity check every round. A character who fails falls

and must spend one round to recover. They take no damage from the fall. PCs in combat will not be able to attack during the round they are standing back up. They may, however, elect to continue the fight from their fallen position, suffering a –3 to both chance to hit and damage inflicted. Once an opponent is defeated the PC may automatically stand up.

Scavenging: The roaming monsters of the dungeon have already picked the bones clean, hording away every bit of treasure and equipment in their remote lairs. If the PCs search through any area of bones, they will find nothing terribly useful, unless they can find a use for tiny bits of leather and cloth, broken limbs, skulls, or ruined, rusted armor.

One possible use would be to use the bones as melee weapons in case of emergency. For instance, if the PCs were to encounter a rust monster and wished to protect their own weapons, they might pick up less effective bone weapons instead. Such weapons function as a club or dagger (player's option).

Inscriptions: So many adventurers have travelled through the dungeon levels, successfully and unsuccessfully, that their marks can be seen all around. Many have etched their words into the very stone of the dungeon's walls, expressing their feelings and situations to those who might come later, like the PCs. There are many such inscriptions, and finding them should come as no surprise to the players after a while. Read some of these inscriptions when you feel they are appropriate.

Roarey's body 'ere is dead,
an orog's spear run thru 'is 'ead
a better thief there'll never be
found half my share on 'is body

Grugg was a mage from Fury
come through the woods of Gnarley
but he run out of spells
down here close to hell
Now we that was four are now three

Others are more horrifying or cryptic:

Wandering now for over a week, I've decided to take my own life before some undead abomination devours my soul. If you have come this far, you are doomed, sir, doomed.

Oh, St. Cuthbert, hear me. My body is failing from this accursed disease. Please take my spirit from this horrible place. I beseech thee end this nightmare

Tower of Zagig, Dungeon Level 1 (Z100)

Z101. The stairs from the surface end in this room. Actually, they originally continued through it further down, but those stairs are now filled with boulders and stone rubble. The origin of the rubble is not immediately discernable. Annoying caltrops litter the stone floor.

PCs or armored trolls from the stairs above who blindly run into this room will likely step on the caltrops. PCs should make a Dex check to avoid them, monsters should save vs. petrification. Caltrops do 1d3 damage and reduce movement by 3 until fully healed.

Z102. On four straw mats ripe with the stench of their owners rest horrible creatures, roused from their slumber by your approach.

These are enhanced hobgoblins (HD 3+1; hp 17, 16, 14, 12; THAC0 17), guards for the altar in room Z103. They have small pouches with 34 gp, 17 sp, and 190 cp between them.

Z103. This room still smells of smoke and the torches in the walls still glow red from recent fires. A crude stone altar depicting a hideous misshapen wolf face dominates the wall opposite the door, and fresh blood graces the sacrificial bowl.

The altar has been heavily plundered. Gems and statuary that might once have been a part of it have long since been pried out and hauled away. The hobgoblins and goblins that worship here wander the corridors, but they leave guards in the adjoining room to keep defilers at bay.

Z104. The corridor opens into a round chamber with a domed ceiling. In its middle is a fountain, a simple sphere showering water limply into the air and back into the pool. The pool itself descends at least 20′ down, as you can easily see the bottom through the clear water.

The Fountain of Youth and Strength. One of Zagig's most passionate pursuits, nearly an obsession really, was the notion of perpetual youth and healing. He spent many years in his chambers working on that very problem, creating potions and spells toward that end. Of course, these are generally fields dealt with by priests, and Zagig found himself forever battling these matters of the soul and flesh with his forces of hard magic. The forced fit was never entirely successful.

One of his failed experiments, however, has proven to be a boon for the monsters of these underground ruins. Zagig created three magical fountains which forever bubble with crystal clear, icy cold waters. These waters were a failure from his point of view, since they did not prolong his life nor the lives of his servants. Instead they did regenerate some body tissue lost to aging

and over time did bolster the overall constitution. However, due to the combination of spells used to create the fountains, long-term use also ruins the health of good creatures and causes evil creatures to become even more bent on battle and the destruction of good. He abandoned the experiment but never had a chance to do away with the fountains.

There are fountains on each of the first three levels beneath the ruined castle. The monsters know of them and partake of their nourishment often. As a result, all evil creatures on these levels are 'enhanced', increased by two hit dice, with the resulting change in THAC0. For example, the normally one hit die THAC0 19 orcs on these levels are now three hit die THAC0 17 monsters.

As the DM you will not have to change monster statistics for monsters presented on these levels; the changes have already been made. Monsters made more strong and violent by the fountain are clearly labelled 'enhanced'. However, randomly generated wandering monsters may be enhanced by the fountains at your option. Remember, only evil creatures may gain the hit die and THAC0 benefits.

Evil PCs would eventually gain an increase of one in constitution if they can manage to drink one entire glass of water from the fountain per day for a year (roughly 40 gallons total, equalling 320 pounds). It is unlikely that a PC will visit this dungeon every day for that period of time, but the water could possibly be taken out. Whatever water is taken away is magically replenished.

Also, the three fountains serve as teleportals. Plunging into the waters in the fountain at Z104 will teleport a PC to Z203. Plunging in at Z203 will take him on to Z317. Diving into Z317 brings the PC back to Z101. Being completely immersed in the waters is the key.

Z105-Z109. DM's Note. Basilisk Area. The basilisk controls several rooms on this level of the dungeon, scaring other monsters and adventurers off with the threat of its deadly gaze. For several rooms and corridors around its lair there are humanoid monsters and adventurers who have been turned to stone by the basilisk, now permanent warning signs saying quite clearly "Danger, keep out!" The various stoned humanoids share one unmistakable feature—their faces are twisted into hideous masks of sheer terror.

Z105. There is a statue of a grand dwarven warrior here, cut to remarkable detail, carved as if turning to run from some hideous monster.

Of course, this is one of the basilisk's victims. There is nothing else in the room.

Z106. There are two trolls and one bugbear, similarly made of stone, images of sheer terror.

These monsters came through the passage behind the secret door to meet their fates. The passage leads to a section of the Tower of Power populated by trolls and bugbears.

Z107. A human wizard turned to stone partially blocks the passage north of the room. The room is deathly dark, even with torch or magical light, but the wary can barely catch the glint of sparkling treasure and the gleam in the eye of a terrible beast.

Now getting older, this basilisk pretty much lives on top of its treasure, sleeping and resting, keeping its eyes open for new encounters, though these are fairly rare. The room is, of course, very dark, kept that way by a *permanent darkness, 15'* spell now fading. An alert PC might be able to hear the great lizard's heavy breathing and see its pale green glowing eyes just in time to avoid its gaze. Or possibly not.

The basilisks treasure consists of 1,500 gp, 3,300 sp, a *potion of vitality*, an *oil of fiery burning*, an *oil of fumbling*, a *ring of blinking*, and a complete set of *plate mail +3*.

The *ring of blinking* is of ancient dwarvish make, from a clan of dwarves that lived in the distant Griff Mountains. The inscription on the inside of the ring is ancient dwarvish script for "away," the command word for the ring. A dwarf or elderly wizard might be able to read it (10% chance), or a *read languages* spell can be used, if necessary.

The *plate mail +3* is made for a half elf, so assume that either a half elf or an elf may wear it; no other races will fit.

Z108. The thief turned to stone in this room lost his life in a desperate attempt to retrieve a few fallen coins.

There are still a few coppers on the floor, 15 in all.

Z109. Inside this room is a fearsome orog warrior of stone, set to receive a charge that never came.

The orog is huge, indeed, having in life been enhanced by the fountain at Z104.

Z110. This room is empty.

Z111. As the door is opened, the walls of this room are obviously damp and dripping. The ceiling is covered with stalactites, and the floor with stalagmites, pointing ominously in the dim light.

Gravity is reversed in this room. Anyone entering will fall to the stalactite covered ceiling, taking 2d6+10 damage. Getting to the door to Z112 will be tricky, since it will be 12 feet "above" the adventurers on the ceiling.

Z112. Gravity in this room is back to normal. There is a small chest toward the back of the room.

The chest contains a severed orc's head with a large gem stuffed in its mouth, a 100 gp finely cut jade.

Z113. This room is empty.

Z114. The table and chairs here show signs of recent habitation. The remains of a previous meal are still being consumed by rats.

The chairs are rather large—they would comfortably accommodate a being roughly 9 feet tall.

Z115. The door opens revealing a small room. There is a golden statue on a pedestal, mauled and melted so that its original shape can only be guessed at.

This is a treasure that changes ownership rather frequently here on the first level, though it never leaves this room. Virtually all of the monsters on this level know of the great idol, so they often fight over its control. Through the door the PCs will find an enormous golden idol formed in the shape of a rhino. That is to say it could have been a rhino once. This particular idol has seen better days.

At one time it no doubt had gems encrusting its surface and fine inlays of other precious metals, but these were pried or hacked off years ago. Now the idol's surface is marked and charred, one of its legs is missing, and it has been worn smooth by the erosion of adventurers. Its bottom is blackened by fires lit to try melting it, and great gouges have been made in its back and hind quarters to chip away at the precious gold, as adventurers have attempted for years to cash in on this cow.

Even in this pathetic state, the idol is far too large to be moved. It weighs almost two tons, and if properly minted would be sufficient to create over 200,000 gp. It would take a *teleport* spell from a 35th level wizard to move the idol (none have shown up so far) or three titans working in unison (who wouldn't fit into the room in the first place) to get the idol out in one piece. A *wish* spell might be effective, but since the true nature of the idol is no longer apparent due to its disfigurement, this could be rather risky (bringing forth the horrible animal itself rather than the idol, for instance).

The PCs will no doubt fall back on the methods of previous adventuring parties, wishing to take at least some of the idol with them. There are two methods recommended: gouging and melting.

Gouging the idol with an steel blade will allow a PC to dig out gold pieces equivalent to his strength plus and damage modifiers (due to strength, magical weapons, etc.) per round. However, this creates quite a bit of racket and will draw additional wandering monsters to the room. Roll a d6 per round, rolls of 1 or 2 indicate a new monster threat has arrived on the scene.

Melting the gold will also work. Normal fires will cause a great deal of smoke for little result. Magical fires such as *fireball* or *flame arrow* will work much better. The caster will have to attack the idol, automatically hitting it, and will cause 10 gp worth or gold to melt off per point of damage inflicted. Of course, these chunks will be very hot and may be of strange shapes or sizes. These attacks, as well, will draw additional wandering monsters. Roll a d6 per round of magical attack, rolls of 1 draw a new wandering monster.

Z116-Z129. DM's Note. The Wizard's Area. With the help of several traps and 15 enhanced armored trolls, the mad wizard Jhinjhra controls a large portion of this level.

Jhinjhra is a W10 (AC 7 or 1 with *shield* spell; MV 9; hp 28; #AT 1; Dmg 1-4 dagger; THAC0 17; Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 4; AL CE; spells: 1st level; *shield, magic missile* (x3); 2nd level; *invisibility, Melf's acid arrow, stinking cloud, web;* 3rd level; *dispel magic, fireball, lightning bolt;* 4th level; *stoneskin, wall of fire;* 5th level; *cloudkill, passwall.* He has a *ring of protection +3,* and a *ring of regeneration.*

Jhinjhra uses his troll followers to ambush adventurers and other monsters for food and treasure, often torturing victims for the sheer pleasure of it. They will stealthily observe approaching adventurers from Z121, then retreat to use the prepared traps in Z119, Z120, or Z124.

Z116. This room is empty.

Z117. This room is empty.

Z118. This room is empty.

Z119. Five armored trolls, like those on the stairway from the surface, are ready for the attack in this room.

The trolls will fight for a few rounds, then retreat out to Z120. From there they will trip the trap above the northern door in Z119, releasing a bag filled with green slime onto any in the 10' square immediately in front of the door. Save vs. paralyzation to avoid the green slime altogether. In the confusion, a troll may end up being slimed, as well.

Z120. Finally getting through the door, you turn the corner of the alcove just in time to see the door on the eastern wall close.

The trolls retreat through this room quickly to Z122. From there they will release the trap in Z120, dropping the floor into a ramp, forcing advancing PCs to stumble toward the door to Z122. PCs charging forward through the room will stumble against the stakes in the wall, taking 2d6 points of damage unless they make a successful Dex check. After the trap is sprung, the trolls will open the door from Z122 and two of them will attack with pikes any PCs in the newly-formed pit outside that door. PCs will have to climb to get through the door into Z122.

Z121. This room is empty.

The trolls have observed from this room, but retreated to Z119 before any PCs arrive.

Z122. There are several pikes against the wall. Many armored trolls stand ready to defend against approaching adventurers.

Any enhanced armored trolls surviving from rooms Z119 and Z120 will be here, plus two more. Also, there are 10 more trolls in Z124 who will come in gradually to help defend this room if necessary.

Z123. This room shows signs of troll habitation.

Other than this, the room is empty.

Z124. This large room has a large pit at the southern end, a table and chairs, and several pikes. There are 10 armored trolls here, plus a man in purple robes covered with silver stars.

Jhinjhra operates out of this room. In order to properly use his pit trap in this room, he will present himself as bait to adventurers approaching down the corridor to the south. He will come out to the corner, fire a *magic missile* spell, then quickly step back into the door, moving carefully around the pit. The notion is to draw adventurers into a reckless charge through the southern door to Z124 (the door is made to easily break away). Any PC who breaks through must make a Dex check at a -8 penalty to avoid falling into the pit, taking 1d6 points of damage. From here, two trolls with pikes will attack PCs in the pit from either side while four trolls with long bows will fire through the doorway at other PCs. Jhinjhra will support the situation with his missile spells. If there are more than two PCs in the pit, he will use his *cloudkill* there.

If the PCs approach from the north, they will be engaged in a running battle with the trolls. Jhinjhra will send more trolls into the fray, again supporting the situation with his magic.

Two of the enhanced armored trolls will not leave Jhinjhra's side. They each have a *ring of fire resistance.* If forced to retreat, Jhinjhra and these two trolls will go to Z125, then through the secret door in Z126.

Z125. This room is empty.

Z126. This room is empty.

There is a secret door here that leads to an escape passage. Along the passage there is a trap, possibly given away by the number of bones piled there. When any PCs step between the two gate traps, both fall, locking the PCs inside. The bars are the same as those on the stair landings from the surface. They will stay in place until there is no one living between them.

Jhinjhra knows that he must hold his breath when passing through the trap—breathing sets the trap off.

Z127. This room is empty.

Z128. There are two plush chairs here and some tablets.

The tablets have random notes from Jhinjhra to himself. There is nothing useful.

Z129. This is obviously Jhinjhra's secret treasure room. There is a chest toward the back of the room, guarded by two enormous minotaurs.

These are enhanced minotaurs (HD 8+3; hp 43, 41; THAC0 11), charmed by Jhinjhra to protect his treasure to the death. Also, the chest has a *fire trap* (Dmg 1d4 +10)spell on it. Inside there are 2,450 gp, 6,790 sp, and 3,300 cp, plus two jewelled rings worth 750 gp each. There is also a variety of magical armaments; a *sword +1,* a *spear -1, cursed,* a *trident +2,* and a *shield +1.*

Z130-Z133. These rooms are empty.

Z134. Hidden behind a secret door that hasn't budged in years is evidence of an ancient, epic struggle. Apparently without weapons, the skeletons of a human warrior and a huge, unidentifiable beast lie in the dust, locked in mortal combat with their hands locked around each others' throats.

The room still contains the deathly images of this magical struggle, images which will manifest themselves as an illusory battle for each PC. Treat the illusion as an *advanced illusion.*

To each PC it will appear that his comrades are gone and that the horrible creature has regained its flesh and its life. The monster is a giant-kin, fomorian (hp 62), grotesquely deformed, armed with a great sword. For PCs who successfully disbelieve, the illusion vanishes. For those who do not, the battle must commence. The combat does no permanent damage, but experience should be awarded for defeating the monster. The battle ends and the illusion broken when either the PC or the fomorian is dead.

Z135. This room is empty.

Z136. This room is empty.

Z137. A magnificent, glowing sword lies protected in the coils of an enormous, slithering snake.

The snake is a giant constrictor (hp 28). The sword is a *sword +1* that glows when touched by any life force.

Z138-Z141. DM's Note. The Cyclops Area. Four cyclopskin have taken over this area of the dungeon. They protect an idol to their god from thieves and other desecrators.

Z138. There are several clubs and some rusted weapons and shields here.

This is a storeroom for the cyclopskin.

Z139. This room is home to four cyclopskin. Of course, they aren't particularly bright, so they don't take many precautions. They have a small fire going (vented through the ceiling), the light from which can easily be seen under the regular door (though not the secret door). They are constantly arguing and can be heard through either door. They sleep in straw beds and have no other furniture.

Each cyclops has only a bit of treasure with him (3d6 gp plus a 50% chance of one gem) in a leather pouch. Their main treasure horde is kept in the secret room beyond the statue.

Z140. This great circular room has walls of the smoothest white marble, with floor and ceiling to match. It is magically lit as bright as day, which, for adventurers using torches, will be very brilliant indeed until they get used to it. The PCs will be dazzled by the great stone statue of a cyclopskin standing on a pedestal at the very center of the room. The statue is even larger than a normal cyclopskin, standing over 9' tall. Its single eye is a great gem of fabulous size, its gaze fixed forever forward. The second most striking feature are the bones; the entire floor is littered with bones more densely than any other floor the PCs have seen.

The statue will animate to become a stone golem if the PCs either attempt to open the secret door or try to pry out its enormous eye.

The eye is an enormous green emerald worth 5,000 gp. It can be pried out of the golem's head

after it has been defeated, but might be damaged. If the PC prying it out fails a Dexterity check the emerald will only be worth 500 gp. A thief prying it out will not have to make a check.

The golem will fight until the PCs leave the room. It will not allow any PCs to escape with loot from the treasure room. Without treasure, it will not pursue PCs outside of its room.

Z141. This room is of normal stone walls and floor. There is a chest in the corner opposite the secret door. It is not trapped in any way.

The chest contains the entire ill-gotten gain of the cyclopskin: 1,000 pp, 3,000 sp, 3 gems (100 gp, 100 gp, and 500 gp), one *sword +1* (described below), and one wizard scroll with *confusion, telekinesis,* and *globe of invulnerability.*

The sword is of exquisite craftsmanship. Its inscription, written in elvish runes, explains that it was originally enchanted by the wizard Bigby for an elvish prince named Elibriel. There is no other information. The sword is neutral and unintelligent.

Z142. This room is empty.

Z143. This room is empty.

Z144-149. DM's Note. Rust Monster Area. The twelve rust monsters that have taken up residence on this level have been given a great deal of space by the other creatures. Not wishing to have their own metals deteriorated to nothing, even the orcs have been smart enough to leave them alone. In fact, much of the tattered armor and broken weapons generated by combat on this level are offered to the rust monsters as tribute. After all, they're not mean little creatures, but they hunger for metal and metal only.

The five rooms immediately surrounding their main lair room have floors covered with rust. It is sometimes inches deep in those rooms, and still deeper in the lair room itself. The doors marked have fallen in, their hinges and nails having been devoured some time ago.

The light circle drawn on the map shows the approximate range at which the rust monsters will detect metal-bearing adventurers. Of course, they will then move toward the metal to eat it.

Z146. This room is almost buried in rust.

There is a small treasure collected by the rust monsters kept scattered about their main room, amongst the many inches of rust fragments on the floor. They have five gems here (10, 50, 50, 100, and 1,000 gp) which have survived because they weren't made of metal. The gems are not obvious in all of the rust dust on the floor; PCs will have to search the room thoroughly in order to find them.

Z150-Z152. These rooms are empty.

Z153-Z166. DM's Note. Orc and Orog Area. There is an enormous lair of orcs and orogs in the area. There are 30 enhanced orogs and 170 enhanced orcs in the community. They are tough and ready to fight against any opponents.

The Barricades: Under the direction of the orogs, the community has built up its defenses, constructing four barricades blocking entrance to their area. They have piled enough debris and bones to give them all 75% hidden cover and concealment modifiers, -7 to hit. Each barricade has five orcs armed with pikes, set to receive charges, five more orcs armed with short bows, ready to fire, plus five orcs and five orogs ready with swords. There are 15 orc replacements ready in the rooms behind, including females to drag off those affected by *sleep* spells. If necessary, even more orcs will arrive to deal with a possible breach at one of the barricades.

The PCs will encounter the community at one of the barricades. All of the rooms can be described as follows.

There are many piles of straw used for beds, plus the remains of various animals the orcs have been feeding upon. The stench is overpowering. Several orcs stand ready to defend the room against invaders.

"Several" means 2d6. The orcs and orogs will reinforce their positions until they exhaust their numbers. Of course, when they can surround PCs, they will do so, trying to overwhelm them for capture, torture, and death.

Z163. The orcs have been collecting shiny coins and gems for some time. They are all piled in this room.

There are 27,600 cp and 6,800 sp, plus 18 gems (all fancy, 100 gp value). They also have a pair of *boots of the north* and a *cloak of the bat* tossed randomly with lots of other looted, nonmagical clothing.

Tower of Zagig, Dungeon Level 2 (Z200)

Since the stairs that once led from Z101 to Z201 are now filled with rubble and debris, there is only one other existing way to get from the first level to the second—through the fountain. Of course, other magical means might be employed to gain access to the second level and the rest of the dungeon. The stairs in Z230 lead down to the third level and the passage below the art gallery leads to the Tower of Magic, Dungeon Level 4.

Z201. Rubble and broken stone have sealed off one entire side of the room, some of it spilling out into the hallway as you open the large wooden doors.

If excavated, these stairs are blocked for only another twenty feet. They then lead down to Z301. The room is otherwise empty.

Z202. This room is well travelled. There are signs of previous habitation, some recent, and

some not-so-recent. There is no indication that there are any creatures nearby.

That is, of course, unless you want there to be. This room's proximity to the coveted fountain in Z203 draws a great number of wandering monsters to the area.

Z203. There is a fountain in this round chamber, with four corridors leading off in different directions. The fountain is bubbling with clear, cool water.

This well is identical to that in Z104, right down to its appearance and that of the chamber around it. A PC who gets to the bottom of this fountain is transported to Z317.

Z204. Straw beds filled with maggots and rotting remains of food suggest there have been some rather large humanoids here within the last few hours.

Otherwise, this room is empty.

Z205. The Art Gallery. The gallery is one long l-shaped corridor with alcoves, pedestals, and other recesses into the walls. In each is a beautiful piece of art, either a painting, sculpture, or strange floating image.

Each of the pieces of artwork is a priceless item, collected by Zagig over years of adventuring. If brought to market, they would bring 10 times the price of standard works of art (table 87, DMG page 134; multiply by 10). However, all of the items are magically trapped, each bearing a *curse* which brings progressively bad luck. For each turn that an object is removed from its position, the individual who stole it suffers a –1 to attack rolls and saving throws. After three rounds, he would be –3, and so on. If multiple items are taken, the effects are cumulative. Once one PC in the party reaches a total of –20 points, another PC (selected at random) begins losing points as well. The curse is only lifted when the stolen items are returned to their original places in the gallery. A *remove curse* or *limited wish* spell will negate the curse's effect for one turn, and a *wish* will remove the curse from one item permanently.

Of the 22 art objects in the gallery, three are particularly interesting.

Floating Dancers: Suspended in midair are two elvish dancers, approximately 1′ tall, swirling around the misty air around them. They give off a faint light in a ball about 3′ around themselves. This ball can be touched, and the entire thing lifted. The normal curse applies to any who take the dancers and their sphere. However, when the affected PC reaches –10, the dancers transform into full-sized bonesnappers and attack, most likely with surprise.

Picture of Your Home: Anyone who looks at this picture sees a three dimensional image of where they were born, be it a farmhouse, the city streets, the caverns of one's youth, or whatever. The figures in it are true to reality and reflect real time events. Different people will see different scenes.

Jewelled Statue: A beautiful statue of a noble woman is decorated with loads of gold jewelry. Around her neck is an *amulet of the planes.*

Z206. The stairs lead steeply down into a dim room that hasn't seen visitors in years. The dust is piled inches deep on the floor and on the desk.

The desk is empty. The dust is unimportant. The corridor leads to the Tower of Power.

Z207. The floor and walls of this room are damp. There is a split in some of the floor stones, creating a gap in the floor.

If the PCs look down the crack, it is very dark. With the help of light they can see that the crack widens into a very small chamber, just a few feet across, about two feet under the floor. In it they can see the glint of gold and gems, plus the scaly skins of a dozen poisonous snakes.

Only a halfling, elf, or human with a strength of 7 or less will be able to reach down into the crack. Only a leather glove may be worn, giving the hand an armor class of 8.

There are 25 gp, 38 sp, plus a small purple amethyst worth 100 gp. There is also a golden ring, the size of a bracelet. This circlet is where the soul of the skeleton warrior in Z330 is trapped.

Z208. This room is empty.

Z209. This area was once used as a storeroom. The shelves and trunks are all decayed now, having fallen over or broken open to reveal their various contents. There are glass vials and jars, decayed herbs and other plants, a bag of sulfur, and countless other unidentifiable mounds of debris.

Most of the glass vials are broken, but some still have a small puddle of liquid left in them. If they are all found and poured into one container, they make up one complete *potion of speed*, but will make the user somewhat sick for three rounds because it has spoiled. The sulfur is still good and can be collected for use as a spell component.

Among the other debris are seven rot grubs.

Z210. Behind the normal-sized door is a room with contents of gigantic proportions. There is a bed over 20′ long standing six feet off the ground, plus a pair of enormous shoes and some clothing piled on the floor.

The room's occupant is long gone, probably evacuated for larger quarters. Sleeping or even resting in the bed has a hypnotic effect, putting restful images of wide-open spaces into the mind of its occupant. If a PC places his legs into the giant boots, they will shrink to fit, becoming *boots of striding and springing.*

Z211-Z217. DM's Note. The Laboratory Area. This entire section of rooms appears to have once been a laboratory. There are shelves full of vials and jars, books and papers, now decayed and dusty from decades of neglect. There are tables where strange contraptions, now ruined by time, once stood and operated, where delicate operations of magic and alchemy once took place.

The laboratory area is protected by six beholders and their charmed minions, namely a dozen ogres. The beholders slavishly hover in Z217, patiently waiting for things to be disturbed in the lab. Once any of the glass containers is tampered with, they are magically alerted and all six move into action. The ogres, who are allowed to wander the entire level, are also called upon telepathically at that time, each arriving in 3d6 rounds.

Z211. There is a desk and two small tables in this room. The tables have rows of broken glass vials on them.

The vials once contained potions, but are now all ruined.

Z212. On one of the tables in this room is a small metal box. On the shelves are glass containers. Many have been smashed and their contents removed, but six remain intact. Beneath five are sealed clay bottles. Beneath the last is a pair of scrolls sealed with wax.

The metal box is locked. Inside there are seven gems (50, 50, 100, 100, 100, 500, and 500 gp, respectively). The glass containers are easily removed from the shelves and broken into. They contain an *oil of acid resistance, potion of delusion, potion of giant strength, philter of persuasiveness,* and a *potion of healing* in the clay bottles. The scrolls are of a priestly nature, the first listing *neutralize poison, spell immunity, spiritual hammer, spike stones, turn wood,* and *heal,* the second having *protection—poison.*

Z213. Beneath one table is a large trunk. On the shelves among the ruined glass containers are two still intact, each containing a clay bottle.

The trunk is filled with treasure. There are 6,000 cp and 3 gems (50, 100, 500 gp, respectively). There is also a suit of *armor of command (plate +1, humansized),* and a magical *sword +4.* Upon handling the sword, it will tell the PC empathically that its name is Harlrun and that it was originally forged for the house of Yust in the Great Kingdom. The sword has intelligence of 13, empathic communication, and is absolute neutral in alignment. It can detect traps of large size within 10′ and cast *strength* once per day. Harlrun's purpose is to defeat all non-human monsters, and its purpose power gives the bearer +2 to all saving throws and –1 to each die of damage sustained. Its ego is 12.

The clay bottles contain a *potion of sweet water* and a *potion of longevity.*

Z214. These tables are littered with potion concoctions and gems.

The ten gems are worth 10, 10, 10, 10, 50, 100, 100, 100, 500, and 1,000 gp, respectively. There is also a *dagger +1* casually laid on the table.

Z215. There are three remaining glass containers on the shelves of this room, one covering a harp, one a clay bottle, and one a sealed scroll.

The treasures are a *harp of charming,* a *potion of heroism,* and a wizard's scroll listing *Bigby's*

grasping hand, spell turning, cloudkill, monster summoning VI, death fog, extension II, and *Bigby's crushing hand.*

Z216. This room has been a killing ground. There are corpses and skeletal remains all over the floor.

There are also some non-magical weapons, armors, and shields—let the party pick through them, remembering that the silent beholders in Z217 can watch them and approach.

Z217. The table has three clay bottles on it.

The clay bottles each contain a *potion of healing.* The beholders will attack out of this room as soon as any of the glass containers are disturbed or as soon as they see opponents in room Z216.

Z218-Z224. DM's Note. The Minotaur Area. These seven rooms have been taken over by a formidable tribe of minotaurs. They carefully watch over their portion of the dungeon, waiting eagerly for the human flesh of party members they so desperately desire. There are 14 enhanced minotaurs and one enhanced minotaur elder, all armed with battle axes, spread through the area. They are usually broken up into smaller groups for encounter purposes. Those not encountered within the various rooms will be wandering the dungeon corridors nearby—let them join the fray to balance it if necessary.

Z218. This room is empty.

Z219. The decaying corpses of half a dozen adventurers have given rise to a stench almost too terrible to bear. The few minotaurs you have barged in upon immediately drop what they are doing and size you up, readying themselves to charge their next meal.

This is the largest room in the minotaur area, where most of them reside when not wandering the rest of the level. There should be at least five minotaurs here (HD 8+3; hp 43, 41, 38, 35, 29; THAC0 11).

Z220. From the door burst forth more angry minotaurs, ready for battle.

Still more minotaurs rest here, and will come out as soon as they hear trouble in Z219. There should be at least three minotaurs here (hp 40, 35, 31).

Z221. These are the private sleeping quarters of the minotaur elder, decorated with the hides of a dozen warriors that have dared to challenge his power.

The minotaur elder resides here alone (HD 10+4; hp 58; THAC0 9, +1 strength bonus; Dmg 1d8+3 strength bonus).

Z222. Wildly scattered around the room is the booty from a hundred adventurers, carelessly strewn about, thrown in a bit at a time as collected by the minotaurs.

There is a great deal of common equipment mixed in with the actual treasure. There is armor and weaponry of all sorts, plus rope, bags, backpacks, torches, etc. There is a total of 8,430 gp, 5,400sp, 13,580 cp, 8 gems (10, 10, 50, 50, 100, 100, 500, 1,000 gp), plus a variety of magic. In a jeweled scabbard (worth 2,000 gp by itself) is a *sword +2*; three clay bottles contain a *potion of slipperiness, potion of levitation,* and a *potion of treasure finding*; a single wizard's scroll in a bone case contains the spells *chain lightning, wall of ice,* and *polymorph other*; buried among the many coins is a *wand of polymorphing* (88 charges).

Z223. This room is laid out with over a dozen painted straw mats, arranged haphazardly around the floor, all facing a crude painting of a powerful minotaur on the north wall. A pair of meditating minotaurs sit cross legged, surprised that any could approach their shrine unchallenged.

The two minotaurs (hp 34, 29) suffer a –4 to their surprise rolls. They do not know about the secret door leading to the altar in room Z225, so they will not retreat toward it.

Z224. As the door opens you find two minotaurs locked in hand-to-hand combat while a third watches. Surprised, they emerge from their training to face you, but their weapons are across the room.

The minotaurs (hp 44, 41, 40) will race for their weapons rather than engage the PCs unarmed. This will give the PCs one free round to charge and attack, most likely with the advantage of attacking from the side or back, before the minotaurs pick up their battle axes and fight back.

Z225. The blood from a thousand sacrifices has stained this stone altar deep red. The piercing eyes of a horrible bird-god, unknown to any of you, stare mercilessly down at you, unforgiving of your trespassing. The dust and the silence suggest that none have come here for many years, and the bird-god's thirst for blood has gone unquenched.

The magical energies of the altar will attempt to *charm person* the least intelligent member of the party. If successful, the PC will draw his weapon and cut his own arm, letting the blood flow onto the altar. That PC will lose one hit point per round until stopped. The blood doesn't pool up in the bowls but is instead absorbed right into the stone, and the bird-god's eyes begin to glow red. If it receives five hit points of blood it will begin to animate, and at 10 hit points or more it will attack. The bird-god is essentially a stone golem, bent on crushing the PCs and squeezing the blood from their bodies onto the altar.

Z226. This room is empty.

Z227. There is an inscription of elvish silver runes on the curved wall of this round room reading:

Though the fallen have taken with them that which shone in their eyes

And have left us only what we look upon and touch

It is through their lifeless bodies that we honor them

A temple to their memory, a shrine to our friendship.

Otherwise, this room is empty.

Z228. On a stone pedestal lies a black coffin, unopened. The southern wall is covered with frost.

There is the body of an elven mage in the coffin, a personal friend of Zagig's. If the coffin is disturbed, the elf's ghost (hp 49) will appear and attempt to slay the party.

The southern wall is terribly cold, and a quarter inch of frost has accumulated on it.

Z229. This room is empty.

Z230. As you open the ~~secret~~ door, a frigid blast of air hits you, chilling you to the bone.

This room contains a huge brown mold.

Z231. The numbing cold from the brown molds in the next room keeps this one nicely chilled, no doubt a perfect environment for the four shaggy monsters crouched around their latest meal.

There are four yeti (hp 25, 24, 22, 20) in this room.

Z232. The yetis have amassed a fair treasure, frozen together in clumps, dripping with water and ice.

There are 2,100 gp, 4,300 sp, and a magical *rod of alertness* buried in frost and ice around the room.

Z233. This room is empty.

Z234. In the center of the room is a single, undecorated chest.

The chest is not trapped. It contains a neatly piled 10,000 gp.

Z235-Z249. DM's Note. Illusionist Area. This entire area of the dungeon is controlled by Shodei, a 12th level illusionist. The room descriptions below give you an idea of what their real furnishings and contents are. However, the events in this area are all dictated more by Shodei's tricks than by location, so administer the area according to the series of illusions listed below. Remember, Shodei is the only living being in the area.

Shodei W(I)12 (AC7; MV 9, hp 27; #AT 1; Dmg 1-4 dagger; THAC0 17; Str 13, Int 17, Wis 7, Con 10, Dex 17, Cha 6; AL CE; Spells *audible glamer, change self, phantasmal force (x3), blindness, improved phantasmal force (x3), whispering wind, spectral force (x4), wraithform, illusionary wall, improved invisibility, minor creation, phantasmal killer, shadow monsters, advanced illusion (x3), major creation, shadow magic, programmed illusion, project image.*

Shodei will always maintain a defensive strategy using his *improved invisibility, change self, blindness,* and *project image* spells. If the PCs begin successfully disbelieving his illusions, he will use these spells in an appropriate combination to escape.

Illusion 1. Using his *programmed illusion* spell, any who pass out of Z203 to the east will encounter an illusionary dwarven hero. The illusionary

dwarf will claim to be the last member of a failed expedition to the dungeon. His fellows were slaughtered near here by a powerful wizard. He claims his name is Gloin from an obscure dwarf tribe in the Griff Mountains. If believed, the illusion is real.

Gloin, F8 (AC 0; MV6; hp 53; #AT 2/1; Dmg 1-8 battleaxe + 10 fire giant strength bonus; THAC0 13 +4 to hit fire giant strength bonus; Str 17 (22), Int 15, Wis 15, Con 18, Dex 15, Cha 10; AL NG; Equipment battleaxe, *chainmail +4*, shield, *girdle of fire giant strength*.

Gloin will say that the wizard is too powerful to deal with. He suggests the PCs not travel to the west. He instead suggests going east, where he knows there to be a beautiful elf woman in possession of a great wealth of jewelry. (Actually, this leads right to Shodei and the rest of his trap.)

Illusion 2. Shodei will let the illusion Gloin lead the party through the main corridor toward Z235, carefully avoiding the pit traps. When still 20 feet distant from that door, Shodei will create an *advanced illusion* of an elf maiden. Shodei will be in Z235 at the time.

The illusory elf maiden will be singing a beautiful song, carelessly skipping down the corridor to Z238. She is wearing priceless jewelry, a necklace, bracelets, earrings, and more—a fortune in stones. She will take no notice of non-elf PCs, but will give a longing sidelong glance to the half-elf or elf male with the highest charisma. She then disappears into room Z238.

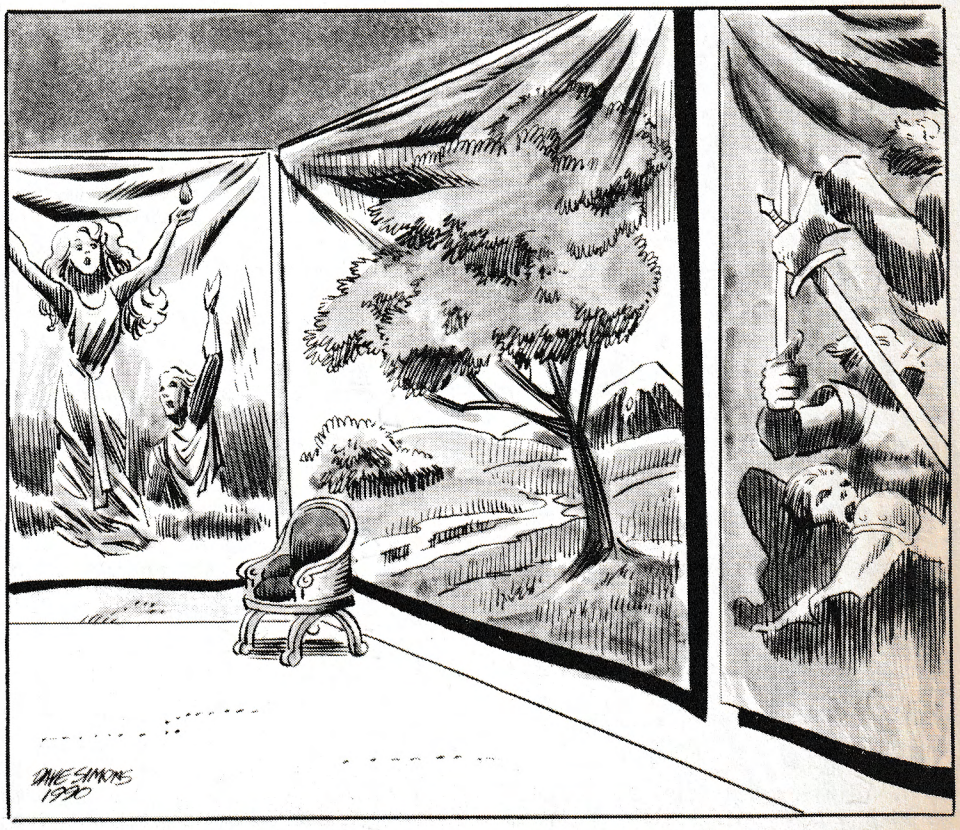
Illusion 3. Assuming the PCs follow into Z238, the illusory elf maiden will refuse to give up her jewelry for any reason. Shodei will then change the *advanced illusion* into a horrifying lich. The lich will still wear the jewelry of the elf maiden. The lich illusion will use all of its spells, mainly *lightning bolts,* to full effect provided it is believed, forcing the party back into the main hallway. The lich will attack Gloin and kill the dwarf with one mighty blow.

Subsequent Illusions. If the illusory lich is believed by the party, Shodei will create two *spectral forces* of liches at either end of the corridor, each with an *improved phantasmal force* wraith. At this point Shodei will have expended most of his illusions and have his hands full keeping them all performing as desired, though the *phantasmal force* and *spectral force* illusions will begin to wind down.

Z235-Z249. These rooms contain exactly the furnishings indicated on the map, and nothing more, with these exceptions.

Z240. On the shelves are a series of books and other items.

This is Shodei's living room and his stash of treasure. Beneath the bed is a chest, containing 2,300 gp, 11,500 sp, and 5 gems worth 1,000 gp each. On the shelves there is a *manual of golems* and a *tome of clear thought* among several other non-magical volumes. There is also a *dagger +2, longtooth* and three strange stones (ioun stones) floating in the air; one is a pale blue rhomboid, the second a lavender and green ellipsoid, and the last a dull gray sphere.



Z241. The exact inventory of weapons is three longswords, 15 spears, five shields, five helmets, and three daggers.

Z246. Inside this room there are four potted cherry trees basking in magical light. They are fresh and blossoming, creating a refreshingly pleasant odor.

The cherry trees themselves are magical, enchanted to live for thousands of years. The light is also magical, merely a permanent *light* spell. The trees were one of Zagig's fascinations, but are otherwise of little use. They might be sold to a florist for 1,000 gp apiece.

Tower of Zagig, Dungeon Level 3 (Z300)

Zagig was, for many decades and even centuries, an amazing adventurer and explorer, a traveler of the world, student of cultures and different varieties of magic. His expeditions took him all over the Oerth in search of treasures and knowledge of all sorts. These were Zagig's greatest years, when he was a very powerful figure to be reckoned with but before the incredible magical energies at his disposal began to take their toll. Zagig built this level of his dungeon as a tribute to those days.

Many of the rooms here contain bizarre artifacts from Zagig's travels. There is also an auditorium that he used to address his subordinates. The barracks area used to house a ogre company, and their undead remains still walk the corridors. The rest of the level is made of three-room apartments for visitors and friends.

Apartments: Zagig employed or simply housed many different people in the years that he lived at the castle. He constructed many apartments in the upper levels of the dungeon for these people, since room in the castle itself was at a premium.

Each apartment consists of three rooms. The outermost room was a living area, usually with a chair or two or many throw pillows. The middle room was for personal use, either as an office or reading room (Zagig encouraged all of his guests and friends to read his works and others). The third, most recessed room, is the bedroom, suitable for an individual or couple.

Though ransacked over the years since then, the apartments still contain some of their original furnishings. Monsters have taken most of the apartments over for their own purposes—they are easily defended against other monsters and adventurers.

Z301. Stairs come from above into this room, and continue down into the inky blackness.

The stairs going up will lead to a rubble barrier blocking it off from Z201. A concerted effort can open the passageway. The stairs going down lead directly to Z401.

Z302. This room has been the scene of many battles, as the nicks in the wall and the many shattered weapons make evident. There is a glitter of gold among the debris.

The many weapons are all broken and rusted, of no use to the party. There is a golden dagger (100 gp) and a golden dove figurine (130 gp), both discarded on the floor.

Z303. This room is very wet and rank. There is water dripping slowly down the south and east walls, and moss growing in the dampness.

The source of the water is unclear and unimportant. Some of the moss includes10 obliviax (memory moss).

Z304. This room shows signs of recent habitation—~~a fire's~~ bed is still warm and the rats haven't yet finished off the crumbs of someone's meal.

There is a thief who has successfully climbed the walls and who is now hiding in the shadows of the ceiling. He has been hiding out in this particular room for a couple of days, resting and healing his wounds.

Slickfingers, T12 (AC 4; MV 9; hp 31; #AT 1; Dmg 1d6+2 *short sword +2*; THAC0 15; Str 12, Dex 18, Con 12, Int 11, Wis 8, Cha 13; AL CN; Equipment: *short sword +2, ring of protection +2*; thief abilities: pick pockets 95%; open locks 77%; find/remove traps 75%; move silently 94%; hide in shadows 77%; hear noise 35%; climb walls 95%; read languages 60%).

Slickfingers is merely being cautious, hiding from the party. If detected, he will reveal himself, lay down his short sword and explain himself. He is alone in the dungeon, adventuring as best he can. He will either join the party if they will have him of leave them alone, if that is what they wish. If the party takes him on, his chaotic nature will manifest itself—he will most likely abandon the party if things get rough and will not be adverse to picking someone's pocket before doing so.

Slickfingers has a small bag of treasure: 780 gp, 44 sp, three small gems (amethysts worth 50 gp each), and a golden cup worth 40 gp.

Z305. The door opens onto a long room lined with cots. It is an ancient barracks of rotting wood and musty dampness, and the soldiers have never left. Their huge skeletons still lie on the cots with their weapons at their side, as if awaiting some arcane order to rise once again for battle.

The 24 skeletal ogres (HD 4+1; hp 19(x2), 17(x3), 16, 15(x4), 14(x4), 13, 12(x6), 11, 10(x2)) are what remain of an elite guard for Zagig's local travels. They are still animated by the intense magic of the ruined castle. Once disturbed, they will rise and battle the party. They carry battleaxes.

There is no treasure to be found in the barracks room. None of the smaller rooms off of the barracks contain anything useful.

Z306. Ornate quilts hang from the walls, depicting scenes from nature, terrific battles, and exotic patterns if brilliant colors.

The tapestries are not magical, but have been remarkably preserved in the darkness of the dungeon—their bright colors haven't faded one bit in the generations since they were made. There are five tapestries, each worth 500 gp.

Z307. The door ~~bursts~~ open on four giant hounds, their evil red eyes glowing with hatred as they rouse from their slumber.

These are hell hounds (HD 5; hp 25, 21). They have collected some treasure from the bodies they've dragged into this room. There are 84 gp, 210 sp, 430 cp, plus a golden chain worth 60 gp and a golden shield worth 200 gp.

Z308-Z312. DM's Note. The Umber Hulk Area. Six enormous umber hulks have dug tunnels all through this area of the dungeon. The tunnels lead from room to room and even down into tunnels on the next level (Tower of Zagig, Dungeon Level 4). At present they are content with their holdings and merely wait for adventurers and weaker monsters to happen by. One umber hulk has tunneled out to just short of the main corridor south of Z312. It will wait there to attack by bursting out on unsuspecting adventurers, the umber hulk's favorite surprise.

Z308. The great piles of stone in this room ~~came~~ from the umber hulk tunnels running out of the southern and eastern walls. There is one large umber hulk here, tearing through the rubble to clear a path to attack.

Other than the umber hulk (hp 46), there is nothing in this room.

Z309. Two umber hulks (hp 49, 39) have made a temporary abode of stone and straw here.

They also have some treasure in the rubble: five gems (garnets worth 250 gp each) and a golden mirror (non-functional) worth 30 gp.

Z310. This room is empty.

Z311. You barge in on an umber hulk who is tending a pen of horrible man-sized bugs.

The umber hulks have enslaved five cave fishers (hp 14, 13, 12, 12, 11) that they keep here. If freed, the cave fishers will attack both the umber hulks and the adventurers.

Z312. Great portions of the walls of this room have been torn down, leaving tunnels leading out of it in several directions.

Other than this the room is empty.

Z313-Z323. The Museum Area. Zagig's many exhibits were all chosen and placed personally. They are all highly magical in nature. Once encountered, the exhibits will reassemble into their original form after being left alone to do so. However, any treasure taken is not restored.

Z313. You find an enormous ceremonial war canoe, over 50 feet long. It is decorated with intricate carvings. There are ten oars on each side, each manned by a suntanned, savage warrior. At the rear of the canoe is a grass covered awning, under which is a chieftain in a headdress attended by two more warriors. All have their faces painted purple and red, except for the chief who wears a brightly painted wooden mask.

The warriors (F4s, AC 7, hp 25 each, Dmg 1d6 spear) and chieftain (P8, AC 4, hp 50) are perfect images, frozen in time. They will remain so unless disturbed, in which case they will animate and attack.

The mask is a magical item, giving the wearer the effect of a *ring of protection +3* and a *ring of regeneration*.

Z314. In the center of this room is an enormous oyster, 20 feet across, lying on a huge stone slab.

The oyster is easy to open, requiring only a combined strength of 20 or greater. Inside is an enormous pearl, the size of a human's head. Being such an oddity, the pearl's worth is anyone's guess, but probably 2,000-40,000 gp. Once opened, the oyster will slam shut when the pearl is touched, automatically hitting anything inside for 4-40 points of damage (save vs. spell for half damage). There is a *permanent anti-magic shell* around the pearl, so it cannot be lifted out magically. If opened and braced, the pearl can be retrieved. Of course, it is *cursed*, the bearer suffers a –5 penalty to all saving throws and attack rolls, and all who attack the bearer receive a +5 to their attacks.

Z315. Inside there are two ornate, jeweled thrones. On them sit a long-dead king and queen. Their skin has become deep brown and leathery, pulling away from their mouths and eyes, giving them a ghastly expression. The king has an crystal orb in his outstretched hand. The queen wears a circlet of silver as her crown. There is also a rough hewn tunnel leading out of the south wall.

Though it isn't apparent, the two figures have been mummified. The process did not involve binding, so these two mummies (hp 34, 28) are affected by fire as normal monsters, not in the disastrous manner befalling other mummies. They will animate if the orb or the circlet are touched.

The circlet is a *helm of telepathy*. The orb is a *crystal ball with clairaudience*.

Z316. In each of five glass cases stands a unique set of armor mounted on a wire manikin. There is a suit of full plate armor, a set of dwarven chain with an ornate red robe, an oriental set with do-maru, sode, and a kabuto helm, a stiffened leather set made for a large human female, and finally a set of full plate for a centaur.

All of the sets are magical in nature. They are *full plate +3*, dwarven *chain +4, do-maru +4, studded leather +4*, and centaur *barding +4*. The wire manikins are not magical in nature, nei-

ther are the glass cases.

The armor is protected by poisonous gas (Type J, Ingested, Onset 1-4 min, Str death/20) inside each of the glass cases.

Z317. The fountain in this room bubbles with clear, cool water.

This fountain is identical to those in rooms Z104 and Z203. It is a watering place for many of the monsters on this level, so most of the evil monsters will be enhanced by its effects. Going to the bottom of the fountain well will teleport a living being back to Z104.

Z318. There is a black pyramid on the floor of this room, illuminated from above by a magical point of brilliant light.

The light is merely a permanent *light* spell at a point on the ceiling. The pyramid, on closer inspection, is not only black, but an area of nonexistence. The room seems to hum with its presence.

In actuality, this is a gateway to the outer plane of the Abyss. Anything put into the pyramid simply disappears. For instance, an arrow shot into it vanishes into the nothingness; an arm stuck into it and withdrawn severs off cleanly, never to return. The light is a beacon for an elemental creature of The Abyss, but the creature has long since died and there is no chance it will appear back in this, the Prime Material Plane.

Z319. The floor of the room is covered with sand, the ceiling appears to be an endless blue sky, the air smells of the ocean and of smoke from a fire. There is a grass hut in the middle of the room, its contents not readily seen from the doorway.

Inside the hut is a figure of a witch doctor or medicine man, similar in appearance to the islander savages in Z313. He is a still figure, bent over a pot of boiling water—the fire beneath it burns slowly, almost magically, its smoke drifting upward, out through a hole in the grass hut's ceiling, off into the illusory sky.

The shaman will attack if anyone enters the grass hut.

Shaman P10 (AC 10; MV 9; hp 46; #AT 1; Dmg 2-12 karate kick; THAC0 14; Str 14, Dex 14, Con 15, Int 12, Wis 17, Cha 4 from ritual scarring; AL CN. Spells: 1st level; *cause serious wounds* (x3), *endure heat/endure cold;* 2nd level; *charm person, hold person, produce flame, spiritual hammer;* 3rd level; *cause blindness, plant growth, bestow curse;* 4th level; *giant insect, spell immunity, sticks to snakes;* 5th level; *slay living, wall of fire.*

The shaman has various grass, insects, and small mammals on which to cast some of his spells. He will attack until any intruders have been killed, even if that means pressing the attack out of this room into the dungeon beyond. If he is defeated, intruders will be boiled into a stew in the shaman's pot.

If he is defeated, diligent adventurers might find a chest of buried treasure in the back of his hut. The chest is locked, and contains 3,055 gp, 2,508 sp, plus twenty bars of gold worth 150 gp each. There are also eleven gems (10, 10, 50, 50, 100, 150, 300, 500, 500, 1,000, and 1,500 gp).

Z320. Through the door is an enormous chamber decorated with wonderful paintings of fantastic birds along the walls. There is flame painted on the lower parts of the walls, with the birds flying freely above it. There is a huge sarcophagus, also decorated with birds and flame carved directly into its golden surface. The sarcophagus is on a three-foot pedestal and is itself over 20 feet long.

Inside the sarcophagus is the mummified remains of a fire giant (HD 21+2; hp 97; THAC0 1). As such, it is immune to flames. The lid of the sarcophagus is solid gold, weighing just over 1,100 pounds, worth 55,000 gp. If the lid is moved, the mummy will arise and fight.

Z321. As the door is opened, you can see a grey dusty floor lit by bright sunlight, contrasted against pitch black walls with thousands of stars. The dust is cratered, and there are footsteps leading around craters.

The interior of this room is a vacuum, maintained magically. The wall of air stops at the door and at the two tunnel entrances. Inside, there is no air and PCs inside it will suffer 2d20 points of damage the first round they are in the room. If they are still in the room for a second round, their bodies cannot stand the lack of pressure and the PC dies (save vs. petrification for surviving with exactly one hit point). It is not readily noticeable that there is no air in the room.

Z322. The door opens onto an alcove. Beyond is a wall of water from floor to ceiling and side to side, rippling and rolling. It is as if you are looking into a glass pool of water, but there is no glass—you can stick your hand in and get it wet, but the water doesn't pour out beyond its invisible barrier. Beyond the water you see a large expanse of sandy ocean-bottom, going as far as you can see.

The room is only 50 feet by 40 feet, but for this exhibit the interior of the room seems to be 500 feet by 400 feet. Inside the water is very dim and dark—magical light and breathing will be necessary. Toward the middle of the room the adventurers will come to the algae covered ribs of a sunken vessel, and buried in the sand hundreds of silver bars spilled out of a broken chest.

Protecting the treasure are 20 aboleths. They will attack shortly after the treasure is discovered. They will pursue beyond the water barrier. There are 2,000 bars of silver, each weighing 10 pounds and worth 50 gp.

Z322. Beyond the doors is an ornate array of columns and pillars, decorating a huge marble pool filled with steaming, warm water.

The pool itself is magically therapeutic; any who submerge themselves in it up to the neck will regain one hit point per round.

Z324. This is an enormous auditorium, 200 feet across and as deep. Row after row of benched seats curve from side to side, narrowing toward the stairs and stage. Three aisles, one in the center and another toward either side, run the length of the benches from the back of the room to the stage.

Nested in the high ceiling are 150 stirges. They will swarm adventurers after giving them a short time to get into the auditorium.

Z325. This room once held stage props for the auditorium. Most of them have since decayed, leaving nothing but rotting wood scraps and canvas.

There is a megaphone that acts as a *horn of fog* and another that acts as a *horn of collapsing*. The canvas and wood are infested with rot grubs.

Z326. This room must once have been for relaxation of performers and actors. Its furnishings are now tattered and all but destroyed, but they once were made of fine velvet and red woods from distant lands.

Other than these, this room is empty.

Z327. There are two racks of clothing in this room, mostly eaten by moths. They have exotic costumes of all types, ranging from the skins of barbarians to the regalia of foppish noble brats.

Two items in particular can be useful to the PCs. The cap of a woodsman's costume is actually a *hat of disguise*. The ruby red robe of a nobleman's costume is a *cloak of poisonousness*.

Z328. The stairs in this room lead up.

The stairs, S2, lead directly to Z230.

Z329. This room is empty.

Z330. Standing at attention in the center of this room is a great skeleton, armored with chainmail, carrying a two-handed sword.

This is a skeleton warrior (HD 9+12; hp 57). The PCs may already have found the golden circlet in Z207.

Z331. A single bed is pushed up against the north wall.

Other than this, the room is empty.

Z332. You find two tables and a desk, all smashed to pieces on the floor.

Other than these, this room is empty.

Z333. This room is empty.

Z334. Rough sleeping mats of straw and rope are piled on the floor. Four ogres grab their weapons and attack.

The four ogres (hp 18, 17, 14, 9) have a small treasure: 150 gp, and 722 sp.

Z335-Z337. These rooms are empty.

Z338-Z346. The Wight Area. Many of Zagig's guests have never left. They remain as 24 wights who wander this area of the dungeon. There will be 1d6 wights in each of these rooms, in addition to the descriptions given.

Z338. There is a table and two chairs here.

Z339. The shelves have several decaying books.

There are no books of interest—they are rotting and have bookworms in them.

Z340. The bed has been overturned.

Z341. Bones lie below a table and two chairs in this room.

Z342. The shelves here have old planters on them, and the desk is covered with dust.

In the bottom drawer of the desk is a *bag of holding*.

Z343. The bed here is a double.

There should be exactly two wights encountered here.

Z344. This room is empty.

Z345. The single chair is occupied by a horrible wight.

Otherwise, this room is empty.

Z346. On the shelf is a mirror, and the bed is very neatly made.

Neither of these things is important.

Z347. This room stinks of rotted flesh and garbage.

The smell is from the carrion crawlers in the next room.

Z348. A swarm of huge, hideous silverfish charge you as you enter.

These are actually eight carrion crawlers (hp 16, 16, 13, 12, 12, 11, 8, 7).

Z349. Piles of half consumed garbage are left here.

Beneath them is the carrion crawlers' treasure: 1,500 gp and a jewelled goblet worth 145 gp.

Z350-Z351. These rooms are empty.

Z352. Asleep in the bed is an enormous figure!

The hill giant (hp 44) awakens to do battle. The last laugh is on the adventurers—he has no treasure since he is the laziest hill giant in all of Oerth!

Tower of Zagig, Dungeon Level 4 (Z400)

The stairs that lead down from the previous level are clean and like-new, not worn or chipped by heavy traffic. They lead directly into Z401. This level was designed by Zagig to hold the demigods he once trapped, and originally consisted only of those spherical chambers and the few rooms above them. The rest of the level was created much later, when Zagig's madness had taken control. Until the umber hulks made them, there were no direct passages between the older and newer parts of this level.

Z401. An enormous set of iron double doors dominate both the northern and southern walls. Above the northern door are magical ivory runes set into the wall. Above the southern door there are holes where similar runes once were, but they are now gone, blasted away by a force that blackened the wall around them.

The runes are in an ancient language of the Dust Sea; none of the PCs will be able to read them, regardless of magic. The doors in each direction are barred from the other side with enormous iron beams.

Z402. Through the door is a tremendous statue standing on a pedestal of stone. At first you think it must be made of shattered glass, but its brilliance is too great, nearly blinding you. It's made of diamonds! Its hideous eyes darken and grow fearsome, and the diamond face and hands begin to jingle loudly as they move.

The diamond golem will attack until it is either destroyed or it destroys the party.

Diamond Golem (AC –6; MV 9; HD 22; hp 100; THAC0 –1; #AT special; Dmg 5-50; SA none; SD hit only by magical weapons of +3 or better, magical resistance 90%; XP Value 19,000).

The diamond golem is one of Zagig's final creations, a behemoth he manufactured to protect his most valuable treasures. The diamond golem depends upon an outside light source for its animation—until someone enters the room with light the golem remains silent and inanimate in the darkness. Once hit by light, the diamond golem will immediately animate and remain active for one hundred rounds after the light source is extinguished.

The number of attacks the golem gets in a round depends on the quality of light hitting it during the previous round.

Darkness	1
Torchlight	3/2
Light or light from any other 1st level spell	2
The glow from a magical weapon, *continual light*, or light from any 2nd level spell	5/2
Light from any other magic object or from any 3rd level or higher spell	3

Magical attacks may affect the golem's number of attacks, as well. Hitting it with a *fireball* will do normal damage, but its light will let the golem attack three times in the next round.

Magical darkness (*darkness, 15' radius* or *continual darkness*) slows the golem. Each such spell cast upon it forces it to stop moving and attacking for one round.

If destroyed, the diamonds will turn to dust, worthless to the PCs.

Z403. Zagig's Treasure Trove. There are two enormous chests, each one as wide as a lance and up to your chin, no doubt brimming with gold and jewels.

Convinced his treasures are safe behind his diamond golem creation, Zagig has stored a great number of his magical items and larger gems here.

Westernmost Chest: 100,000 gp, 40 gems (all 5,000 gp rubies, totalling 200,000 gp in value),

plus the following magical items: *ring of fire resistance, ring of sustenance, rod of security* (50 charges), *staff of withering* (25 charges), *wand of wonder* (100 charges), and a variety of books; *book of infinite spells, libram of gainful conjuration, libram of silver magic,* and *manual of golems.*

Easternmost Chest: 100,000 sp, 80 gems (all 1,000 gp fire opals, totalling 80,000 gp in value), plus the following magical items: *elven chain mail +4, shield, large, +1, +4 vs. missiles, sword of dancing, sword of sharpness, hammer +3 dwarven thrower, gauntlets of ogre power, girdle of giant strength, manual of gainful exercise,* and *manual of puissant skill at arms.*

Z404. This corridor is also scorched black, like the runes in the previous room. The walls are blackened, and enormous claws have scraped gouges through the rock walls. Umber hulks have burrowed into the corridor; one of their tunnels leads off to the west. There is an iron trap door at the southern end of the corridor.

The iron trap door is heavy, but can be lifted. When it is, a rush of foul smoke and ash burst forth, as if this entrance hasn't been opened in centuries. There is an iron ladder leading down to Z405.

Z405. In the center of this large octagonal room is the remains of a stone sphere. The sphere once rested half below the floor, half above. Now that portion above has been blown apart, blasted from the inside by magic so powerful it encrusted the stones with black soot that reeks of evil magic even now. The magical runes that once lined the inside of the sphere have melted into solid puddles on the floor. On each face of the outer room is a round iron door.

Long ago, Zagig imprisoned nine powerful demigods in the deepest recesses of his dungeon. He summoned all the powers he could muster to capture each, one at a time, and seal them into specially prepared spherical cells on this level. Each sphere was magically locked, with runes carved into the inside unique to its occupant to keep it subdued and powerless. Iuz was one of those imprisoned, and the only one to escape under its own power. The others have all escaped as Zagig's magic has waned over the years. Still, the sphere prison remains a highly magical area of the dungeon, now monitored by a powerful wizard lich who was once an apprentice to the mad archmage.

The octagonal room is strewn with rocky debris, the spherical room at the center having been blown apart from the inside. The scorches tell of enormous magical energies as do the broken bits of stone wall everywhere. The thick iron door was been bent, broken, and cast aside like a child's toy.

The eight other heavy iron doors each lead to another spherical chamber with no other exits. The entire area still radiates magical energy, though much of its force has subsided.

The lich will be aware of PCs investigating the area and will most likely attack while they are here (see Z412).

Z406. Broken tunnels, obviously of umber hulk creation, lead from this room in many directions.

Other than these, this room is empty.

Z407. This room contains a sight so strange, it may take you several minutes to grasp it. The floor is of stone, as in the other rooms, but there is an enormous giant made of stone, 40 feet tall, lying on his back. The giant has "sunk" into the stone of the floor, as if he'd laid down in quicksand. The giant's mouth is open into a weird hole, just big enough to get your hand into.

The giant is an old enemy of Zagig's; the wizard turned a few feet of the floor to mud, teleported the giant into the room, then the mud turned back into stone after he'd sunk into it some. Once dead, he turned the giant's body into stone as well, using the mouth as a hiding place for some of his valuables.

The mouth is trapped. The hole is kept magically dark—there is no way to see into it. Anyone (save Zagig) who sticks his hand into the hole can feel around for the contents and remove them. However, when the hand is pulled out, it is *permanently polymorphed* into the claw of a huge eagle. The claws can grip things, though not as effectively as a hand. The PC's dexterity for that hand should be reduced by 10 points, with resulting missile and attack roll adjustments.

The hole contains a *medallion of ESP.*

Z408. As the door creaks open, two foul, ghostly creatures can be seen rummaging through the bones of the fallen. Startled, they grin up at you, eager to devour your souls and flesh.

These are two spectres (hp 33, 29), examining the bones of their former bodies. They are protecting a bag full of treasure: 600 gp, 2 gems (500 gp garnets), and an *oil of fumbling.*

Z409. The umber hulks have amassed quite a treasure. Three of them are here examining some of it when you interrupt them.

The three umber hulks (hp 52, 47, 43) will call upon help as they protect this treasure hole. Every five rounds another will appear until the combat here has ended. The treasure consists of 3,600 gp, 6 gems (10, 50, 50, 50, 100, 500 gp), a *potion of hill giant control,* a set of *chainmail +2,* a dragon's bone bottle containing an *elixir of youth,* and a priest's scroll with four spells: *raise dead, cure disease, remove curse,* and *find traps.*

Z410. More of the umber hulk treasure is totally unprotected and strewn about the floor.

Untrapped, there is additional treasure here: 1,700 ep, a heavily jewelled candelabra worth 2,100 gp, a *wand of lightning* (89 charges), a glass bottle containing *oil of air elemental invulnerability,* a *ring of animal friendship,* a *cloak of protection +3,* and an intelligent *sword +3* (intelligence 13; uses empathy to communicate with owner, detects precious metals, kind, and amount in a 20′ radius, detects gems, kind, and number in a 5′ radius, ego 5, absolute neutral).

Z411. There are two large bags here, reeking of rotting flesh.

In the bags are several decaying animals—they cannot be identified now. There is also a good deal of treasure, made filthy by the rotting remains: 600 gp, a set of human *plate mail +3,* a pair of *gauntlets of fumbling,* a glass bottle with *oil of fumbling,* a pair of *gauntlets of swimming and climbing,* and a priests scroll with one spell: *know alignment.*

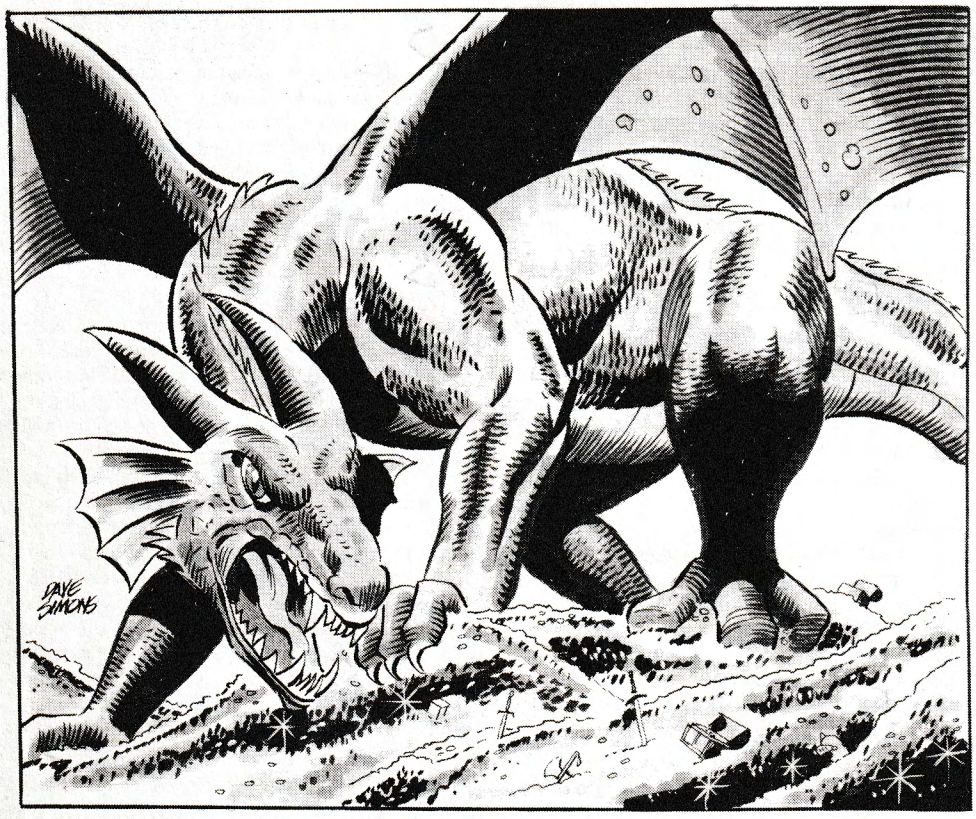
Z412-Z417. The Lich's Area. Once an apprentice of the great Zagig, this magician turned to evil and eventually attained lichdom. He holds sway over this entire area of dungeon, ruling its undead as his servants. He maintains a shaky peace with the umber hulks elsewhere on this level, but occasionally draws upon the lizard man village for specimens in his excruciating live experiments. The lich will not tolerate PCs in the spherical cages area (Z405).

The lich is a W18 and has the following spells: 1st level: *magic missile, charm person, phantasmal force, read magic, armor.* 2nd level: *web, wizard lock, knock, ESP, continual light.* 3rd level: *fireball, fly, dispel magic, clairvoyance, protection from good 10′.* 4th level: *charm monster, dimension door, stoneskin, wall of fire, wizard eye.* 5th level: *cloudkill, conjure elemental, teleport, wall of force, passwall.* 6th level: *chain lightning, disintegrate, mass suggestion.* 7th level: *finger of death, spell turning, control undead.* 8th level: *power word blind, prismatic wall.* 9th level: *imprisonment.*

He also has these magical items on his person: *ring of regeneration, ring of protection +5, wand of paralyzation (20 charges), amulet of proof against detection and location,* and *pipes of the sewers.*

The lich is extremely well protected and has a routine to deal with intruders into its subterranean laboratories. More often than not the lich will surprise parties that are still investigating the ruined sphere after coming down the ladder. It will enter the western-most sphere using its *passwall* spell, then immediately launch a *chain lightning* spell against the party. It usually follows with *disintegration* and *finger of death,* keying on priests, of course, having no sympathy for those interfering in its affairs. Those who survive will be subjected to blasts from the lich's *wand of paralyzation* until subdued. In the unlikely event that the lich will have to retreat, it will cover its escape using the *pipes of the sewers,* calling on giant rats to swarm the party, then use any one of a variety of spells to get away; *fly, dimension door,* or *teleport.*

Z412. Crouched over a table is a robed figure, distorted by magical lighting around him, a dweomer of evil and decay. The lich works feverishly on his chaotic experiments, and positively hates being disturbed.



If encountered here, the lich will be most ferocious. He will use all the spells in his power to protect his laboratory and the treasures he has accumulated in Z417.

Z413. There are countless lizard man skeletons all over the floor of this room, probably more than 100 in all, knee deep in most places.

The lich will animate these ten per round. Treat them as normal skeletons. They will swarm the lich's enemies at his command.

Z414. Chains on the walls hold the rotting corpses of a half dozen dwarves, mutilated and stitched back together in one of the lich's evil experiments.

The dwarves are now wraiths, bent upon the destruction of elves. They will attack elves first, leaving their chains behind as they charge.

Z415. Lying on a stone slab is a horribly disfigured pile of flesh and bones, wriggling sickeningly toward you as you enter the room.

This is an incomplete flesh golem, constructed from the pieces of various humanoids. Incomplete, it cannot walk or attack, so is no threat to the party.

Z416. This room is empty.

Z417. On the table and scattered on the floor is a fortune gathered by the lich from its hundreds of victims. One ruby of tremendous beauty stands out from the others.

There are 23,000 gp, 170,000 sp, 50 gems worth 17,000 gp, a set of human *leather -1*, a *bow +1*, a *shield +1*, a set of elven *plate mail of etherealness*, a *marble elephant figurine of wondrous power*, a *necklace of missiles* (one 10-dice, two 8-dice, two 6-dice, and four 4-dice), a *scarab of enraging enemies*, a pair of *boots of levitation*, *pipes of sounding*, and three identical glass bottles, two of which contain poison (Class I, Ingested, Onset 2-12 min., Str 30/15), the third a *potion of healing*. There are also two scrolls. The first is a priest scroll with five spells: *magical stone, cure serious wounds, control temperature 10', animal summoning III*, and *hold person*. The second is a wizard scroll with six spells: *distance distortion, monster summoning VII, time stop, power word blind, power word stun*, and *screen*.

Z418. There are 26 coffins along the walls of this room. Many are still closed, others are open with bodies hanging out of them, mutilated corpses stuffed back into them, or completely empty.

This is merely a warehouse of bodies and component parts for the lich's lab. None are animated yet, but the lich could create up to 20 zombies here upon command.

Z419. One lone coffin rests in the deathly silence of this secret room.

In the coffin is the body of a half-elf lord, specially studied by the lich. If discovered after the lich is destroyed, the body does nothing. If the lich is still alive, the body will animate into a ghost interested only in protecting the magical *sword +3* that still lies in the coffin.

Z420. This room is empty.

Z421. There is an ancient-looking chest in this room. The writing on it is faded and dim, the dust upon it thick.

The lettering on the chest is an ancient language spoken by the barbarian tribes of Veluna. It is trapped with a terrible curse for those who tamper with it. All dead bodies within 50' of the victim animate into undead and attack. There is one roll for each coffin in the area (consult the map). Roll for each dead being:

2	Spectre
3	Spectre
4	Wraith
5	Wight
6	Ghoul
7	Skeleton
8	Zombie
9	Shadow
10	Ghast
11	Ghost
12	Ghost

The curse is very powerful and can only be removed by a *remove curse* and a *wish* spell.

Inside the chest is 2,500 sp.

Z422. Three umber hulks are plotting some vile plan around a map they've drawn in the dirt on the floor.

Other than these, the room is empty. The map is a crude diagram of the umber hulk passages on this level and the lizard man village.

Z423. This room is empty.

Z424. There is a table and four chairs in this room, hidden away from the stream cavern.

Other than this, the room is empty.

Z425. There is a small chest in this room.

The chest is not trapped, and contains five gems (100 gp tourmalines). There is also a diary of a dwarf, lost in these caverns, who lived for some time in this cavern, long before the lizard men came here, probably before Zagig built his castle and dungeon. The dwarf built these rooms himself.

Z426. The entire cavern is magically lit like a bright summer day. The stream runs swiftly down its course, bubbling and frothing against the rocks. To the east there are dozens and dozens of grass huts along the stream, with lizard men milling about, fishing, and working.

Actually, these are lizard kings, hardened by many battles, eager to kill still more humans as food and sacrifices for their great frog god in Z427. There are 80 lizard kings in the community. They have a large treasure trove in one of the huts; 320,000 gp, 500,000 sp, and nearly 1,000,000 cp.

Z427. Up the slope into this cavern the light grows more dim and dull red. The back wall of the cavern is shaped like a hideous frog, over 50' tall. Before it is an altar lined with weird daggers

and axes and a pool filled with bubbling, steaming red blood.

If the lizard kings subdue the party, they will eat some of them and sacrifice the others here. If, for some reason, the sacrifice is begun, but the PCs break free, the frog god will shoot *lightning bolts* (10d6 damage) from its eyes at PCs and lizard kings alike (five per round).

Z428. This cavern descends into a narrow hole that leads straight down.

If the PCs attempt to go down this hole, they will come to the next level. The hole is just 1' in diameter, so some magical means will be necessary to descend using it.

Tower of Zagig, Dungeon Level 5 (Z500)

The entrance to this level, through the barely negotiable sinkhole from the underground river above, leads into the subterranean cavern lair of the mighty dragon Farcluun. That the normal dungeon construction has given way to natural caverns should suggest to players that Zagig's construction has come to an end, which is just as he wished. In his final years, Zagig's madness had driven him to conceal further construction. Should the players survive their encounter with Farcluun, they may continue to find additional construction of Zagig's personal dungeon, hidden from all but the most successful adventurers.

Z501. The Cavern of Farcluun. The sinkhole from the previous level comes down into a dark cavern. Stalagmites and stalactites hinder movement. Over a rise you can see a vast pit filled with treasure guarded by a horrible red dragon.

Farcluun has lived here for many years, having moved most of his treasure horde with the help of a wizard he enslaved and then disposed of. Before that he was the scourge of the distant Snow Barbarians, from whom he stole vast amounts of treasure and battle magic. Farcluun still ventures forth using his *polymorph* abilities. He turns himself into a wren to fly out through the sinkhole and the underground stream. However, his sojourns to the surface are becoming less and less frequent as he grows more ancient.

It is rare that Farcluun has to deal with adventurers in his lair. His perfect plan consists of pretending to sleep as plunderers approach, then roasting them alive with his flaming breath.

Farcluun, Venerable Red Dragon (AC -9; MV 9, Fl 30 (C), Jp 3; HD 19; hp 90; #AT 3 or breath; Dmg 1-10/1-10/3-30 or 20d10+10; THAC0 5; Spells: *detect good, magic missile, flaming sphere, web, lightning bolt, clairaudience, polymorph self.* MR 55%).

Farcluun's Treasure: 55,760 gp, 124,600 sp, 570,000 cp, 23,000 pp, 73 gems totalling 120,000 gp. Of course, this is all piled into the pit and would take days to sort out. He also has a variety of dwarf and human arms and armor, plus these magical items: *sword +1, sword +3, axe +3, sword +1 (luck blade), javelin of piercing, plate mail +2, chain mail +3, shield +5, wand of fireballs* (20 charges), *bracers of archery, cube of frost resistance, helm of brilliance,* and a *stone of good luck.* All of the magical weapons and armor were created for the noble houses of the Snow Barbarian princes.

Z502. The hallway emerges into the small chamber. On either side are great stone images of a lion and lioness, patiently sitting and waiting. Three great iron bars block further progress.

The lion and lioness function just as the *golden lions, figurines of wondrous power,* except that these have 10+2 hit dice, 52 hit points each, and THAC0 11. They are only activated if someone attempts to leave this level with any magical items plundered from this level or the next. The iron bars are difficult to bend, but not impossible. Roll an ordinary bend bars to get through for man-sized creatures; smaller than man-sized can squeeze through without any difficulty. Once left alone for more than one round, the bars will magically straighten themselves again.

Z503. This rectangular room has a curved wall at its northwest end, with two closed doors on either side. There is a desk and chair, decayed and ruined by time. Further along are three human skulls embedded on either wall. The eyes and mouths glow deep purple, intensifying as you approach.

The desks are empty of anything but 45 sheets of paper. On one desk is a quill and a bottle of ink. The ink is magical, and messages written using it will appear in whatever language the viewer can read. The skulls are highly magical, and once protected a precious statue which stood in the northwest end of the room. It is now gone, but the skulls will still fire a *cone of cold* (damage 6d4+6) each at any who pass them. Flying or crawling will not help, since they can adjust their firing either up or down, but not side to side.

Z504. This room is empty.

Z505. There is a table and two chairs in this room, all in good condition. From the writing papers and food remnants, it is obvious that there has been recent habitation here.

Nothing on the table is especially remarkable, but it is obvious that some humanoids were here recently.

Z506. This is a bedroom chamber for two, with plush beds on either side. There are robes and some other simple pleasantries, but no occupants.

The beds themselves are protected with *fire trap* spells (1d4+25 each). Religious symbols can be found that link the owners to various cults of evil, including Iuz and the Scarlet Brotherhood.

Z507. This eight-sided room emanates terrible evil. It radiates from the center like a searing heat.

Good PCs take one point of damage per round that they stay in this room.

Z508. Two hooded men wearing black robes stand entranced on either side of a black pyramid on the floor. The pyramid seems to open directly to the night sky and is filled with stars that move as you do. In its depths you see a red orb that grows as the hooded clerics rise to consciousness.

Evil P9s (AC 6; HD 9; hp 45, 39; THAC0 16; Dmg 1d8 maces; SA spells, failure 5%, spells/level 4, 4, 3, 2, 1) have one *slay living* and two *cause serious wounds* spells apiece. They are groggy, so suffer +3 on their initiative rolls for the first two rounds of combat. The red orb will grow and grow each round until the sixth round of combat. If there are any good PCs still in the room by the sixth round, they will suffer 8d6 damage from an explosion of evil magical energy. However, it also consumes the priests—they vanish after the explosion and the pyramid reverts to simple stone.

Z509. The Maze. The entrance to the maze is a one way door that vanishes into nothingness once you pass it, leaving you trapped. As you get your bearings you feel a magical breeze and suddenly hear the growl and hiss of a hideous monster, no doubt trapped in the maze with you.

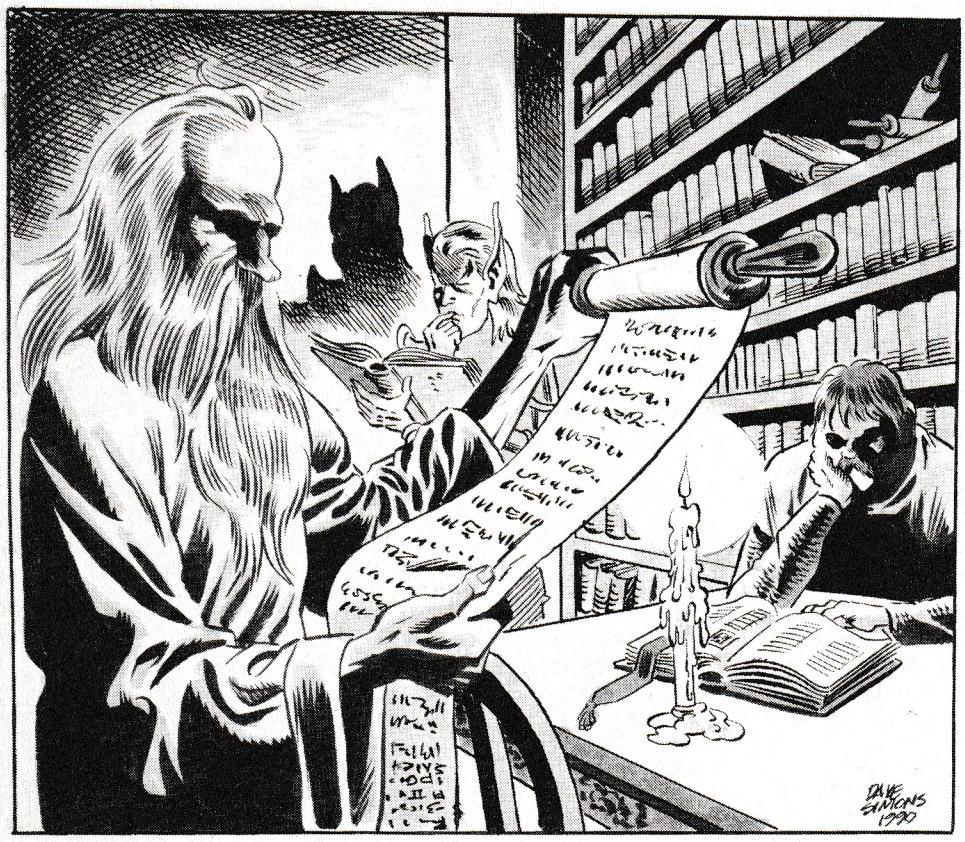
The monster is a gorgimera (hp 54), magically created at the far end of the maze room. The gorgimera knows the maze well, so should be able to move around behind the party before launching an attack. The only way out of the maze room is through the other one-way door which vanishes behind the party just as the first one did.

Z510. The stairs lead down roughly ten feet to a small room with five enormous ivory pillars. The pillars are perfectly smooth and run from floor to ceiling, disappearing into the stone as if they were miles long, peaking into the open only in this room.

The ivory pillars are, of course, magical in nature, reaching out of this room to contact various other planes of existence. The center pillar is, if you will, neutral, while the others have magical effects—if the PCs extend their arms and touch both the central pillar and one of the others, they will gain these benefits: central and north, add one point to strength (or 10% if already 18); central and east, add one point to intelligence; central and south, add one point to wisdom; central and west, add one point to dexterity

Each PC may only gain one benefit from this room ever. The only way out of this room is through yet another one-way door back into the main hallway.

Z511. The large wooden doors swing wide to reveal a large room. Stairs begin in the center of the room and but up against the north wall, but go no further.



Whatever the PCs might believe, there are no shifting or hidden passages here. Zagig once had plans to create another level, and this was as far as he got.

Z512. The door to this room is magically locked (*wizard locked* at 12th level). Inside is an altar to Boccob. Along the altar are mysterious runes.

The runes are a *symbol* spell of discord. Boccob will delight in seeing one of the party members slay another. If this occurs, Boccob will grant the PC who slew the other a *helm of opposite alignment*.

Z513. There are two tables, one on either side of this room. Each has a drawer and an amulet atop it.

The amulet on the western table is an *amulet versus undead*, that on the eastern an *amulet of the planes*. Each is protected by a *power word blind* spell which, once activated, also releases two *conjure elemental* spells, both creating 8 hit die earth elementals. If both amulets are touched, there will be two *power word blind* spells and a total of four elementals to deal with.

Z514. A shimmering, multi-colored plane of light surrounds a dais in the center of this round room.

The *prismatic wall* can be dispelled normally. If one of the PCs chooses to stand on the dais, he vanishes, *teleported* to room Z401. Only one PC may use the dais for its *teleport* spell once every turn.

Z515. The tunnel is roughhewn, not of the construction of the rest of the dungeon. It stretches back into a dark cave filled with slime and an aura of evil.

Two mind flayers (hp 41, 38) live here. They have collected a mighty treasure, which they keep piled in one end of the room; 2,700 gp, 13,640 sp, 11,070 cp, plus an *efreeti bottle*, a *mirror of mental prowess*, and a *periapt of proof against poison*.

Z516. This is a rest chamber, with a single bed.

Except for the bed, this room is empty.

Z517. As the door bursts open, you are horrified by an enormous gaping jaw that forms the back wall of the room. Its teeth are enormous, and its tongue wet and flailing. Hot, terrible breath belches forth from lungs that trail away into the blackness.

Beyond the jaws, the rest of the creature exists in an extra-dimensional space. Any who are bold enough to venture in will suffer a 2d20 bite attack. If a PC can manage to slither through the creature's throat down to its gullet, they will find a chest—actually, it is a mimic killer. Inside the mimic there is a copper piece for their trouble.

Z518 and Z519. These rooms are empty.

Z520. This room is lit with magical light. There are two long tables covered with potted flowers. The scent is very pleasant compared with the stench of the musty, dank dungeon.

Actually, the scent is quite soothing. Every PC must save vs. spell or fall asleep. Any who fall asleep can be taken from the room and awakened. If all the PCs fall asleep, they will awaken in room Z516 after eight hours.

Z521. This room is shaped like a funnel with absolutely smooth walls.

The doors to this room are stuck. If broken in, PCs doing so will have to make a Dexterity check to avoid falling. The funnel leads to room Z601, and PCs falling there will suffer 2d6 points of falling damage.

Z522. This is a normal dungeon room with an open chest brimming with treasure.

It is very difficult to detect or get to this room. Once inside, the chest is not trapped. It contains 1,340 gp, 20 gems worth another 4,500 gp, plus a vial containing *dust of dryness*, a *chime of opening*, a *manual of quickness in action*, and a *robe of blending*.

Z523. Between the various doors are four windows. Before the last one is a great pile of bones.

The windows look onto illusionary terrain. The first looks out onto an ocean scene, the second to a city street scene, the third onto a desert scene. The last looks onto a sewer, and in that sewer is a beholder (hp 50). The beholder is actually in an extra-dimensional space and will see and attack any who look upon it. If the PCs defeat the beholder and come back later, another will have taken its place.

Z524. These rooms are mysteriously filled with shrubs growing right out of the rock floors.

The shrubs are very tough and bring movement down to 3″ for all PCs. They fill the rooms floor to ceiling and are filled with rot grubs.

Z525. In the middle of this room there is a magnificent statue of a horse.

The horse is merely a statue; it has never been animated. However, sitting on it does have a magical effect. A *figurine of wondrous power, obsidian steed* appears in the hand of the first person to sit there. Subsequent PCs receive nothing.

Tower of Zagig, Dungeon Level 6 (Z600)

In Zagig's final days, when his magical researches had led him to the brinks of both total-knowledge and insanity, he ordered the construction of his final level, his final resting place—for his body, of course. It is obvious to any dwarf or gnome that the construction of this level is much more recent than that of previous levels in the sprawling dungeon below the Tower of Zagig.

To protect his final level, Zagig has left behind an army of hundreds (240 remain) of invisible stalkers. They patrol every room and corridor of the level, attacking any and all who dare to walk there. It also contains his aviary, his personal library, his pipe organ, and the many clay pots and barrels from his final caravan expedition (which, some say, was to somewhere other than Oerth!).

All wandering monster encounters will be with 1d6 invisible stalkers. Once every 2d6 rounds the pipe organ will play a hideous tune that will cause *fear* in any PC less than 12th level. In the confining walls of the dungeon, there will be no natural way to tell from where the music is coming.

Z601. The floor is made of stone and is very unforgiving to those falling in from above.

This is where PCs will land coming from the funnel room, Z521, above. There are indications that some have fallen here before, but not many. There is nothing else in this room.

Z602. Without a start, barely lifting its head to acknowledge your arrival, an emaciated, almost skeletal man sitting at a worn, aged desk slowly turns a crusty book to you. He holds out a pen, gesturing that you sign in.

The man is actually a lich, but he will not use his powers unless attacked. He does not threaten the party, but he will not let the party pass without signing the book. If the PCs simply don't understand, the lich will telepathically speak with them.

The book has been signed by only ten other people. The names you recognize are Mordenkainen and Bigby.

Once the book is signed, the lich resumes his position, patiently waiting out the ages until others come to sign his book.

Z603-Z611. The Caravan's Bounty Area. One of Zagig's last adventures took him on a caravan journey to other worlds by the use of a spelljammer ship. He returned to Oerth with all manner of exotic merchandise, much of which is stored here in huge clay jars. Each is about one yard in diameter. Many of them have already been broken into—the contents of the jars vary from room to room. The map shows the number of jars per room.

Z603. Where the single jar has been broken there is a fine grey powder on the floor.

A wizard will probably notice the smell of sulfur, a component of this black powder. Each of the other jars is full of powder. Since it is not packed for explosive purposes, igniting the a jar of powder will merely create the equivalent of a 16 die fireball, most likely igniting all the others, as well. Burning any powder will also create a great deal of smoke that will obscure vision in this room and, if the door is open at the time, many of the corridors on the level.

The smoke powder would fetch an enormous price back on the surface of Oerth.

Z604. The room is filled with exotic odors. Brown powders and leaves have spilled onto the floor from two broken jars.

These are spices from a faraway world. Their like cannot be found elsewhere on Oerth, and their unique flavor will attract many buyers among the merchants of Greyhawk. Each jar contains at least 50,000 gp worth of spice.

Z605. This room is also filled with jars. Two have split open, and a tarlike sticky substance has leaked out onto the floor to dry.

The jars contain a thick deep-red, almost black liquid. It is the blood of countless beholders, though it is doubtful that any PCs will be able to determine this just from looking at it. Zagig had in mind using them as the component of some enormous spell. However, as a component is some more mundane spells, the blood will be valuable. It can be sold for 100 gp per pint, though demand may lag far behind supply.

Z606. Another jar has been shattered in this room, and thousands of platinum rings have rolled out onto the floor.

These rings are too big for human hands, more suited for ogres or even hill giants. They have inscriptions on them (not of this world), but a *read languages* spell will reveal that they say "in the service of your lord, you will fear no foe." The rings were originally commissioned by Zagig on a far-off world. If worn by an ogre, that ogre will have morale of 20 and be completely loyal to Zagig. It was his plan to breed and raise an entire ogre army, but the plan was for some reason abandoned. There are 2,000 rings per jar, or a total of 30,000 rings in the room. If the PCs take some and give them to ogres, those ogres will have Fearless morale and be loyal to them.

Z607. None of the jars in this room have been tampered with.

If the PCs touch the jars, or if they listen carefully to them, they detect a buzzing from within. In each jar is a swarm of flying insects, crop-destroyers that Zagig planned to use against enemy nations, if necessary. If opened, the insects will emerge and act as an *insect plague* spell lasting 1 hour (*dispel magic* does nothing). Each jar contains enough insects to create an *insect plague*.

Z608. Many of the jars in this room have been broken open. Around them are stains on the dungeon floor and bits of flesh, dried and rotted over the years.

Inside the jars, still kept moist and fresh, are the severed eyes of hundreds of beholders. They have no magical properties but are useful as potion components. There are approximately 1,000 eyes per jar, each eye worth 150 gp to a wizard or alchemist who requires one.

Z609. There are a number of ruptured jars here, spilling glass beads onto the floor. The beads are black as coal, each one roughly 3/4 of an inch in diameter.

These beads are powerful magical items, either *beads of force* or individual missile globes from a *necklace of missiles*. However, even by magical detection they are indistinguishable. When used, roll for each bead.

01-50	2-die missile globe
51-70	3-die missile globe
71-80	4-die missile globe
81-85	5-die missile globe
86-88	6-die missile globe
89-90	7-die missile globe
91	8-die missile globe
92	9-die missile globe
93	10-die missile globe
94	11-die missile globe
95-00	bead of force

There are 300 beads per jar.

Z610. None of the jars in this room have been opened or broken.

Zagig captured 13 genies and keeps them here in these jars. They are not at all pleased that they have been imprisoned for so long, and will universally be angry with the PCs. Roll for each jar opened.

1	Djinni
2	Djinni
3	Dao
4	Efreet
5	Jann
6	Marid

Each encounter with a genie should be carefully role-played, the results reflecting the comparative alignments of party and genie, the initial hostile posture of the genie, and how readily the PCs confess they didn't capture the genie—they released it.

Z611. Three of the jars in this room have been broken open, their contents of bread, cheeses, meats, fruits, and vegetables rotting on the floor.

Each intact jar is a *decanter of endless food*. When opened, it is full of ordinary foodstuffs. If it is then closed and reopened, it will again be full. Actually, all of the jars are drawing upon an extra-dimensional supply of food. Roll 3d10 per use—on a roll of 30 the decanter is exhausted.

Z612. This room is empty.

Z613. There are two spears standing against the southwest corner of this room.

The spears are magical. One is a *spear +5*, the other a *spear, cursed backbiter*.

Z614. Along the southern wall of the room is a magnificent contraption. It has three rows of alternating black and white teeth, all perfectly uniform, several switches and levers, some sticking out at its base. There are enormous tubes thrusting out of it into the air and a bench sitting in front.

It is unlikely that any of the PCs have ever seen a pipe organ, or even a piano or harpsichord before. Every 2d6 rounds the organ plays an ominous death march, with deafening shrill highs and booming lows that shake the very dungeon walls themselves. The dirge will cause fear in

any PCs less than 12th level. It lasts for just one round.

If the PCs attempt to play the organ, it acts as a *horn of collapsing*.

Z615-Z618. Library Area. Zagig's most private library contains some of the most ancient tomes on Oerth, but they are watched over by a most powerful custodian. The demilich (hp 95) will rise from its resting place in Z615 whenever any of these rooms are entered or otherwise disturbed.

Z615. In this room are the spartan sleeping quarters of a long-dead occupant. The simple bed is his final resting place, his bones and dusty remains lying quietly in perpetual state.

This is, in fact, an elder demilich. Its sole purpose is to protect the library and its books. Those who enter are the demilich's sworn enemies—it will not give up until its enemies are dead.

Z616. There are ancient wooden shelves around all the outer walls of this room, plus two free-standing shelves running from north to south along its center. The shelves are loaded down with books and scrolls of all sorts.

If entered, the demilich in Z615 will rise to defend the books.

There are five magical volumes among the others: a *book of exalted deeds, libram of gainful conjuration, manual of bodily health, manual of quickness in action,* and a *tome of understanding.*

Z617. There are shelves along the walls of this room, lined with dusty scrolls and books. There is also a table in the room with four chairs. On the table is an open book and a burning candle.

If entered, the demilich in Z615 will rise to defend the books. The open book is a *book of infinite spells.* There is also a *libram of silver magic* on the shelves, plus a series of scrolls.

Scroll #1 (wizard's scroll): Eight spells. *Antimagic shell, eyebite, monster summoning IV, delayed blast fireball, prismatic spray, maze, trap the soul, energy drain.*

Scroll #2 (wizard's scroll): 12 spells. *Animal growth, fabricate, shadow magic, legend lore, reincarnation, control undead, sequester, demand, screen, sink, astral spell, power word—kill.*

Scroll #3 (priest's scroll): 7 spells. *Magical vestment, speak with dead, free action, speak with plants, cure critical wounds, flame strike, heal.*

Scroll #4 (priest's scroll): 6 spells. *Aerial servant, blade barrier, heroes' feast, wall of thorns, changestaff, gate.*

Z618. There are two smaller shelves in this room, containing a variety of books, tablets, and scrolls.

If entered, the demilich in Z615 will rise to defend the books. The books in this room are cursed. There is a *book of vile darkness, libram of ineffable damnation,* and a *vacuous grimoire.* There are also five scrolls, all of them are *cursed.* In fact, reading any of the volumes in this room, magical or otherwise, bestows a *curse* on the reader.

Z619. There are five identical chests in this room, all facing toward the only door. They are ornately decorated, treasures in and of themselves.

The chests are referred to by their direction from the center of the room. The western chest is not trapped or locked and contains 50,000 gp. The southwestern chest is locked, and the lock is laced with contact poison (instant death, save vs. poison and lose half remaining hit points)—it contains a brilliant pile of gems (blue quartz, malachites, bloodstones, alexandrites, emeralds, and pearls—100,000 gp worth of gems). The southern chest has a poison gas trap (class J, Ingested, Onset 1-4 minutes, death/20) and contains 50,000 sp. The southeastern chest is a mimic (HD 8; hp 34). The eastern chest has no traps and contains a single magnificent star ruby worth 10,000 gp.

Z620. This room appears quite ordinary, but there are five linear stones in the floor that are raised roughly one foot above the rest. There are seven foot stone falcons in three of the corners of the room; the last is empty.

Stepping on any one of these stones has a different effect, as if the PC had drawn a card from a *deck of many things.* The stone closest to the door acts like the JD, the next like the KC, the next like 2C, the next like 2S, and the final one has no effect at all. The stone falcons are identical to that which is leaning against a tree a short distance away from the ruins.

Z621. The cold grey stones of the walls are interrupted by a window looking out onto a sun-baked, windswept desert.

There is a simple pit trap in the room, but even if the PCs avoid it, the door will slam shut and lock behind them. Then the fierce winds from the desert beyond will blow into the room, whipping sand in a terrible storm. PCs will take 2d12 points of damage per round, regardless of armor (save vs. petrification for half damage), and the room will fill with one foot of sand per round. The door is *wizard locked* as if by a 25th level mage, and is reinforced with steel, making it impossible to break down by any PC of less than 18 strength (subtract 8 from rolls to open doors, and subtract another 1 for every foot of sand in the room). PCs below the level of the sand must hold their breath and may suffocate (Player's Handbook, page 122).

Z622. There is a stream of silver liquid running through the room, emerging from the eastern wall and running to the west. There are no openings from which the stream emerges—it simply appears out of nowhere.

The stream is liquid silver (not molten, since it is at room temperature). The silver will harden once removed from the stream. Items thrust into the stream are coated with silver. Globs can be scooped out to form unyielding blocks of pure silver. The silver cannot be moved by magical means (the spells simply fail). This is an endless supply, so the PCs can take as much as they can carry.

Z623. This room is packed from wall to wall with sealed barrels.

The barrels each contain a different variety of ale, meade, or wine. They are in no way magical, but are worth a great deal since none of the varieties are native to Oerth. Each barrel brought to the surface can be sold for 200-2,400 gp.

Z624. This room is empty.

Z625. There is a chest covered in mold and cobwebs in the center of this room.

The mold is obliviax. The cobwebs are from the 4 giant spiders that live here. The chest is stuck closed, even after the lock is dealt with, and is filled with green slime. Any attempt to bash into it will probably spill the slime all over the place.

Z626-Z631. The Aviary. Most of these rooms are thick with brambly trees growing right out of the rock floor. The keeper of the aviary, a powerful troll, lives in Z625.

Z626. A great troll kneels by bins of seed and bread, filling a wooden trowel. He turns to face you, not with the threatening leer of a mindless beast but with a gentle curiosity. His eyes shine bright and white.

Zagig had done many experiments in his days, and placing the mind of an ailing friend into the body of a regenerative troll was but one of them. This troll has the mind (and spellcasting ability) of a D18.

Spells: 1st level: *bless (x2), entangle (x4), faerie fire (x2), pass without trace (x3);* 2nd level: *barkskin (x2), charm person or mammal, dust devil, flame blade (x2), hold person (x3);* 3rd level: *dispel magic, meld into stone, plant growth (x4), snare, spike growth, stone shape;* 4th level: *call woodland beings, cure serious wounds (x2), divination, free action, plant door, protection from lightning, spell immunity;* 5th level: *animal growth, cure critical wounds, insect plague, pass plant, plane shift, transmute rock to mud;* 6th level: *conjure fire elemental, heal, liveoak, wall of thorns;* 7th level: *animate rock, conjure earth elemental.*

The druid/troll is the keeper of the aviary. When encountered, he will use his *animate rock* spell to get through the wall between this room and Z626. If pursued, he will use a variety of spells to defeat his enemies.

Z627. Like the hallways around it, this room is filled with shrubs and small trees growing right out of the stone floor.

There are only common birds and bats flying around in this room.

Z628. The brambles and hedges in this room are extremely thick.

There is a nest of 20 giant hornets in this room.

Z629. The door to this room is wide open, with more brambles and bushes beyond.

There are 15 giant wasps in this room.

Z630. A single owl sits perched on a low branch, watching your every move.

The owl is actually quite intelligent, and, if asked, can give the party a great deal of information about this level and the rest of the dungeon. Be liberal with the information it can dole out.

Z631. The shrubs here have berries on them.

There are blue berries, red berries, and purple berries. It is obvious that the various birds eat all three varieties. For humanoids, the blue berries are very nutritious—a handful can sustain a man for nearly a week. The red berries are poison (Class H, Ingested, Onset 1-4 hours, Str 20/10). The purple berries have no immediate effect—if consumed regularly for a length of time one month or longer, the consumer will become immune to most poisons.

Z632. Along the back wall of this room is a silvery-black mirror.

Anyone touching the mirror is drawn into another dimension. Adventuring may continue, but not in this universe.

Z633-Z640. Zagig's Final Resting Place. The mighty Zagig's present location is unknown—no one in Greyhawk or on Oerth has seen him for years and years. In fact, Zagig's original body is dead, and its resting place is here on the deepest level of his complex dungeon/maze. His spirit is, of course, still learning, growing, and adventuring, but no longer on Oerth or even the prime material plane. Once beyond the door into Z634, no magic will be effective—weapons will have no benefit, spells will not function, devices, even artifacts, will be rendered useless.

Z633. An altar with great, glaring eyes and two outstretched hands stares you down. The hands are palm up, as if asking for payment.

The altar is to Boccob, Zagig's god. The altar is demanding payment for entering the rooms containing the sarcophagi. The palms will accept any non-weapon magical item as tribute. The palm grasps the item, then it disappears. Other items are simply dropped to the floor. Anyone trying to leave the altar room by any means without offering the proper tribute will lose 100,000 xp per round, and the stone lion and lioness are immediately activated. A *wish* will cancel this XP drain.

Z634. Outside this room are two enormous figures, a stone lion and lioness. The lion is to the right, the lioness to the left as you face the door. Inside there are five enormous stone soldiers, armed with heavy swords, eyes deep set and threatening. There are identical doors to either side.

If proper tribute was not made in the altar room (Z633), the lion and lioness will animate and attack (hp 42, 42). They are just like normal lions except that they have 90% magical resistance and can only be hit by +5 or better magical weapons.

The stone soldiers are all stone golems, waiting for anyone to tamper with the sarcophagi in Z635 or Z636.

Z635. There is a beautiful woman entombed in a glass sarcophagus. At her feet is a stone table with a tablet on it. It lies open with a pen, but nothing is written there.

She is an elf woman of incredible beauty, her flowing hair shimmering in the magical light, her supple body resting peacefully, her lips soft and alluring, her eyes closed in a comfortable sleep from which she might awaken at any time.

She is so indescribably beautiful, in fact, that no male party member will be able to stand the fact that other male party members are looking at her. This acts as a *symbol* spell of discord that only a *wish* spell can overcome. Also, if the PCs don't all sign the book, or if they attempt to damage the sarcophagus, the stone golems in Z634 will come to attack.

Z636. An ancient figure lies in a glass sarcophagus, his form wrinkled and shriveled by time. At his feet is a stone table with a tablet and pen, but nothing has been written down.

This is Zagig's body, completely lifeless, kept from undeath by his own wishes. If disturbed, the stone golems from Z634 will attack.

Z637. There is a pyramid of glass here, roughly 10 feet on a side and as tall. It radiates a magical dweomer.

This device acts as a crystal ball, sending a constant report to Zagig's present location. He knows who and when there are beings in his resting chambers, but will take no action. His powerful anti-magic and stone golem guards keep the area safe. Zagig will, however, note that any who make it here have performed an admirable feat of adventuring, and in admiration, will grant them an increase of one level of experience when they reach the surface.

Z638. There is a pyramid of obsidian here, roughly 10 feet on a side and as tall. It radiates a magical dweomer.

This pyramid is extremely evil in nature, a corruption of one of Zagig's own magical pyramids, now taken over by the god Iuz. The pyramid acts as a life energy sponge, sucking one level of experience out of every good or neutral PC in the room with it per round. The effect does not begin until three rounds after the room has been first entered. The effects are exactly like those of a wraith touch.

Z639. In the floor is an ornately jewelled ring of runes.

Stepping into the ring immediately transports a PC to a completely new setting. They are on a mountain top plateau, where the wind is blowing hard and cold. Nearby is a strange beast, like a giant insect but made of wood and metal. There is no way to get back to where you came from.

The ring of runes is a teleporter to a mountain top in the Barrier Mountains north of the Vale of the Mage. Here there is a spelljamming vessel, a wasp, with a helm.

Z640. This chamber is incredibly clean and new, as if no one had ever been here before.

This chamber can only be reached via the one-way door from Z636 or from another one-way door from the Tower of War. There is no non-magical way out, and since magic simply won't work within the final resting area, the only way out is by some magical means back into the Tower of War.

Construct, Stone

	Caryatid Column	Juggernaut	Stone Guardian
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Very rare	Rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Not applicable	Special	Not applicable
INTELLIGENCE:	Non- (0)	Animal to average (1-10)	Non- (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral (evil)	Neutral
NO. APPEARING:	1-12	1	1-4
ARMOR CLASS:	5	2	2
MOVEMENT:	6	3-12	9
HIT DICE:	5 (22 hit points)	10-13	4+4
THAC0:	15	10 HD: 11 11-12 HD: 9 13 HD: 7	15
NO. OF ATTACKS:	1	Up to 6	2
DAMAGE/ATTACK:	2-8	2-12	2-9/2-9
SPECIAL ATTACKS:	Nil	Crushing	Nil
SPECIAL DEFENSES:	See below	Immune to fire	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (7′ tall)	L to H (8′ to 20′)	M to L (6′ to 8′)
MORALE:	See below	Very steady to champion (13-16)	See below
XP VALUE:	420	10 HD: 3,000 11 HD: 4,000 12 HD: 5,000 13 HD: 6,000	420

Stone constructs are close relatives of the dreadful stone golems. They are generally created by powerful wizards and employed as guards or servants in a wide variety of settings.

Background: The first stone constructs were, undoubtedly, nothing more than traditional golems. Over the years, however, various wizards and priests examined the techniques employed by earlier designers and modified them. As they introduced changes, they documented the processes they used to create their new constructs.

Of course, this process of study and modification is never ending. Even today, the work of these mysterious scholars is being studied and revised in magical colleges around the world. Who can say for certain what type of bizarre and powerful stone constructs will be animated in the future?

Theory: Like stone golems, stone constructs are creatures that depend on the powerful forces of elemental magic to animate them. They have no lives of their own and are given the power of locomotion by a spirit from the elemental plane of Earth. In some cases, this spirit is tricked, lured, or forced into animating the body, while in other cases it comes willingly. In the former cases, the stone construct sometimes breaks free of the influence of its creator and becomes a free-willed entity. Because of the nature of its physical shell, constructs that manage this feat often become berserk killers, destroying everything in their paths before being annihilated themselves.

Construction: The actual construction of a stone construct's physical body is a tiring and demanding task. The exact nature of the spells employed to animate the shell define the shape, size, and composition of the construct. Even minor deviations from the requirements of the process specifications can result in a failed experiment or, worse yet, a free-willed berserker bent on total destruction of everything it sees.

Although the steps required to create a stone construct vary depending on the type, they do have some elements in common. The most important of these is the degree of detail that is put into the carving of the body. In the case of the caryatid column, for example, the construct must be lovingly crafted with great skill. In most cases, the wizard or priest creating a caryatid column hires a professional sculptor or stone mason to undertake this step of the animation process.

Less sophisticated versions of the stone construct, like the stone guardian, do not require the artistic perfection of the column. However, they are often covered with delicate mystical runes or glyphs that must be perfect if the creature is to be successfully animated.

Caryatid Column

The caryatid column is a beautiful and wondrous construct. Once constructed and animated, it is usually assigned to keep watch over a valuable object or location. It does so, remaining motionless, until its pre-set activation conditions are triggered. As soon as this happens, the column moves to take action against those who have triggered it. These constructs are usually set up as guardians for treasures or special places. Prior to its activation, the caryatid column looks like the classical architectural work it is named for. Standing roughly seven feet tall, it resembles a finely carved pillar in the shape of a beautiful young girl. Close examination reveals that the maiden has a slender sword in her left hand, but there is no indication that the column is anything other than what it appears to be.

As soon as the column is activated (the method depends on the creator's instructions), it undergoes a stunning and swift transformation. The smooth, grey stone that was once its skin changes hue to become a light or dark flesh tone (depending on the nature of the carving). The eyes come alive with a gleaming white light and the thin blade transforms into a fine weapon of gleaming steel.

When a caryatid column enters combat, it is fearless and never checks morale. The column lashes out with its gleaming sword, inflicting 2d4 points of damage with each hit.

The magical nature of the caryatid column gives it a +4 bonus to its saving throws. In addition, all nonmagical weapons inflict only half damage against the construct. Magical weapons inflict their full damage, but they do not receive the magical bonus normally due them. A *sword +2* for example, would not gain its magical +2 bonus, but it would inflict the normal damage for a weapon of its type.

There is a 25% chance that a weapon shatters when it successfully strikes a caryatid column. This chance is reduced by 5% for each plus of the weapon. Thus, a *sword +2* has only a 15% chance of breaking. A magical weapon with no attack bonus is considered a +1 weapon when checking for shattering.

Caryatid columns are immune to all forms of poison and cannot be affected by *hold, charm, fear,* or other mind-based spells. A *stone to flesh, transmute rock to mud,* or *stone shape* spell destroys the column instantly if it fails its saving throw.

When a caryatid column has completed its task, it returns to its waiting position and reverts to stone. If it is killed in combat, it (and its sword) reverts to stone for 2d6 rounds, at the end of which time it crumbles into dust.

The caryatid column can be created by any priest or wizard with the use of special version of the *manual of golems*. Whenever such a tome is discovered by a band of adventurers, there is a 20% chance that it is devoted to the creation of a caryatid column. Construction of such a creature can be attempted by either a priest or a wizard, in accordance with the restrictions given on page 174 of the 2nd Edition *Dungeon Master's Guide*. Construction time is assumed to be four months and the cost is 100,000 gold pieces. Any wizard of 16th or higher level can attempt to build a caryatid column in accordance with the details given for stone golems in Volume 1 of the *Monstrous Compendium*. The cost and time required are as specified above.

Juggernaut

A juggernaut is a unique crossbreed of stone construct and mimic. While it is constructed in the same manner as a stone golem (with the same cost and time requirements), there is an extra step. Prior to its animation, the wizard must obtain the blood of a mimic (see Volume 2 of the *Monstrous Compendium*), which is used as a material component in the final spells woven over the body.

Once animated, a juggernaut can alter its shape just as the mimic does. It will, as a rule, always appear as a powerful stone vehicle of some sort. A juggernaut always has wheels or rollers for locomotion.

A juggernaut is able to grow as many as six limbs, which it designs to serve its current needs. For example, if it wishes to emit a noise, a pseudopod may be made to resemble a trumpet or horn. In combat, its limbs look like maces or hammers. The strength of a juggernaut is such that its blows inflict 2d6 points of damage each. A juggernaut is seldom able to bring more than two limbs to bear on a single opponent.

A juggernaut is clumsy and slow moving, but it makes up for these handicaps with its ability to roll right over opponents, delivering a deadly crushing attack. A juggernaut has a movement rate of 3 in its first round of animation. This increases by 3 each round to a maximum of 12. A juggernaut is slow to turn, however, being able to change direction only 90 degrees for every 30 feet of movement.

Anyone caught in the path of a juggernaut charge is run over by the thundering behemoth. A normal attack roll is made if there is any chance of the victim avoiding the charge. A hit by the juggernaut indicates that the victim has been crushed, suffering 10d10 points of damage. In addition, every item carried by the victim must roll a saving throw vs. crushing blow to avoid destruction. A successful saving throw vs. death magic entitles the victim to only half damage, but it does nothing to protect his equipment.

Stone Guardian

A stone guardian is very similar to a traditional stone golem, but it has some unique abilities its ancestor does not. In physical appearance, the two constructs are quite similar, but the stone guardian is usually decorated with runes and magical glyphs.

A stone guardian is created with the following spells: *enchant an item, transmute mud to rock, magic mouth,* and *limited wish* or *wish*. In addition, the wizard creating the guardian may cast a *detect invisible* spell to give the creature that power.

The initial material of the body is mud around a heart made from polished stone. As the various magical spells are woven into the body, a spirit from the elemental plane of Earth is forced to enter the body and animate it. Because the spirit is there against its will, there is a 20% chance that the construct goes berserk each time it is activated.

A special *ring of protection* can be created when the stone guardian is animated; this prevents the guardian from striking at anyone wearing it. In addition, all those within ten feet of the ring wearer are also immune to attack. Rings of this type function only against the guardian they were made with and provide no protection from any other construct.

In combat, a guardian slams at opponents with its massive arms, each of which inflicts 1d8 +1 points of damage. The stone construction of the guardian enables it to suffer only 1/4 damage from edged weapons and 1/2 damage from all cold, fire, or electrical attacks. Normal missiles cause no damage to the creature at all. It cannot be affected by *hold, charm, fear,* or similar mind-influencing spells, as it has no mind of its own.

A stone guardian can be instantly destroyed by a *stone to flesh, transmute rock to mud, stone shape,* or *dig* spell. It is not entitled to a saving throw in such cases.

Stone guardians are fearless and need never check morale.

Dwarf, Derro

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Very to genius (13-18)
TREASURE:	See below
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3-30
ARMOR CLASS:	5 or 4 (8)
MOVEMENT:	9
HIT DICE:	3, but see below
THAC0:	17, but see below
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	S (4' tall)
MORALE:	Steady (12)
XP VALUE:	975 and up

Derro are a degenerate race of dwarven stature. They have dwelled in the Underdark for ages, but they were discovered by the mind flayers only five centuries ago, and by the drow but shortly before that. The derro have made a name for themselves by their marked cruelty. It is said that a derro lives for two things: the slow and humiliating death of surface demihumans and especially humans, and the perversion of knowledge for their own dark ends.

Derro are short, with skin the color of an ice-covered lake (white, with bluish undertones), sickly pale yellow or tan hair (always straight), and staring, pupil-less eyes. Their features remind dwarves of humans, and vice versa. Derro have rough skin, spotted with short coarse tufts of hair. Most derro wear a loose costume woven from the hair of underground creatures and dyed in deep reds and browns. Even in full armor, exploring new territory or patrolling their own, derro are easily recognizable. Their armor is leather, studded in copper and brass. Leaders, though, wear tougher leather armors, made from the hides of creatures far tougher than cattle. Derro prefer weapons designed to cripple opponents, rather than those built for a quick kill; derro don't see any sport in spears and axes.

Combat: Derro are one of the most dexterous of humanoid races (averaging 15-18) and their Armor Class must be adjusted for this. Normally, a derro party is well-equipped with weapons and spells. All derro carry small, ornamental blades, called secari, which can be treated as daggers, but most use other weapons as well.

Half of encountered derro carry a repeating light crossbow (12 maximum range, two shots each round, six-bolt capacity, 1d3 points of damage). Virtually every derro crossbowman coats his bolts with poison. If a derro wants to simply bring down his prey, he uses a poison that causes an additional 2d6 points of damage (successful saving throw for no additional damage). If a derro wishes to prolong his target's suffering, he uses a poison that has the same effects as the *ray of enfeeblement* spell (again, a successful saving throw indicates no poison damage).

Twenty-five percent of derro carry a hook-fauchard, a long (6'+) pole arm that causes 1d4 points of impaling damage and can pull a man-sized or smaller creature off-balance 25% of the time. An off-balance character must spend the next round regaining his balance.

Fifteen percent of derro use only a spiked buckler (a small shield, improving the creature's AC by 1 against any one opponent, armed with a central spike, which can be wielded as a second weapon with no penalty [because of the derro's high Dexterity] for 1d4 points of impaling damage) and a hooked aklys. The aklys is a short, heavy club that can be thrown for 1d6 points of crushing damage. It is attached to a thick, leather thong so that it might be retrieved. Thanks to the hook, the aklys also pulls an opponent off-balance, as the hook-fauchard above, though it has only a one-in-eight chance. These derro are considered brave by their fellows; they are awarded the rarer, heavier armors (AC 4).

The remaining 10% of derro encountered are the sons and daughters of derro leaders. They are given heavier armor as well, and are trained in the use of spear and military pick. They also use bucklers (without spikes) when they are not using the spear two-handed.

For every three derro encountered, there is one additional derro with 4 Hit Dice. For every six derro, there is one with 5 Hit Dice. If ten or more are encountered, there is always an additional 7-Hit Die leader with a 6-Hit Die lieutenant. (So if a party encountered 25 derro, these would be accompanied by eight 4-Hit Die derro, four 5-Hit Die derro, one derro with 6 Hit Dice, and one with 7.) These leader types always wear the thicker armor and usually wield well-made (occasionally magical) weapons.

If 20 or more derro are encountered, they are accompanied by a savant and two student savants. Savant derro are sage-like, able to use any sort of magical item and weapon. Savants know 1d4+5 of the following spells, learned at random: *affect normal fires, anti-magic shell, blink, cloudkill, ESP, hypnotic pattern, ice storm, invisibility, levitate, light, lightning bolt, minor creation, paralyzation, repulsion, shadow magic, spider climb, ventriloquism, wall of fog, wall of force.* Savants have 5-8 Hit Dice, and carry two or three useful magical items. Typical magical items are any potion, any scroll, *rings of fire resistance, invisibility, protection,* and *spell storing,* any wand, *studded leather armor +1,* shields, weapons up to +3, *bracers of defense, brooches of shielding, cloaks of protection,* and so on. Savants can instinc-

tively comprehend languages and read magic (as the spells).

Savants are also capable of acting as sages in one to three areas of study. Derro raiding parties' missions are often inspired by a savant's research.

Student savants know only 1-3 spells, have 4-7 Hit Dice, know only one field of study, and typically have one minor magical item. They are otherwise identical to their savant teachers.

In combat, derro fight with cunning and good tactics. Their goals are to separate an enemy from his weapons (perhaps by snagging a weapon with a hook-fauchard [on an attack roll to hit AC 6] and then pressing the battle, keeping the unfortunate opponent away from his dropped weapon), keep spellcasters from effectively using magic, and inflict minor wounds until they eventually kill their opponents. Savants use their powers to confuse and frustrate, rather than to simply kill. For instance, a *lightning bolt* spell would be used to seal off an escape route, but well ahead of the party of humans fleeing down it. Derro have poor infravision (30-foot range) but keen hearing (treat as the blind-fighting nonweapon proficiency).

Derro keep slaves and attempt to capture intelligent opponents, if possible.

Habitat/Society: Derro dwell in large underground complexes, nearer the surface than the kuo-toans and drow, but deeper than goblins and trolls. They never expose themselves to direct sunlight, as it nauseates them. Sunlight would kill a derro were he to be exposed to it for a few days. Yet derro occasionally visit the surface world at night, raiding for humans or carrying out a savant's plans.

Derro are never encountered singly. From their combat tactics to their choice of spells, derro demonstrate a mob mentality. A lone derro (the last survivor of an ill-fated patrol, perhaps) is a desperate derro, seeking at all costs to return to his home lair.

A derro lair always has 3d4+30 normal derro, plus leaders. The members of the lair are led by the resident savants (1-3 in number) and their apprentices (2-5 student savants). Derro unquestioningly obey the puzzling, even suicidal, dictates from their savant leaders.

Should a lair grow very much over 40 inhabitants, half the group (with half the savants and half the leaders) will split off and form an independent community. Such a splinter group will travel quite a distance before settling down, as no two derro lairs have been spotted within several miles of each other. The two groups may communicate for a short time, in order to ensure the new lair's safety, but they soon sever all contacts and act utterly independently of one another. Although it is possible for two lairs to be at war with one another, or to join in combat against a common enemy, no examples of these behaviors have ever been recorded, with the exception of the regular Uniting War, described below.

Also to be found in a derro lair are 5d6+10 human slaves. If any of the lair's savants or students know the *charm person* spell, each slave has a 90% chance of being charmed. Derro hate humans more than any other race; they use humans for the most demeaning manual labor and for breeding.

The derro are said to have a major stronghold somewhere in the Underdark, and there the savants plot and scheme to devastate the surface world and enslave all humanity.

Derro do not appear to worship any powers, but the savants treasure knowledge and the rest of the race pretty much worships the savants. The worst criminals in the derro community, subject to the Polite Execution (which takes a good two weeks, and which roams over miles of subterranean territory), are those who do not follow the laws of the savants.

Most of those laws have to do with the derro's goals: the destruction of humanity and the acquisition of arcane and obscure information. Derro usually scour their territory for magical items, stealing them or, if necessary, purchasing them from more powerful creatures. Derro do not share the love of gold common to their dwarfish relatives, and they have been known to pay exorbitant prices for a few potions or for a magical item with a missing command word.

This serves as one of the bases of trade between derro and other races of the Underdark. Drow find derro to be dangerous opponents (due to the latter's magic resistance) and a race of barbarians with too much interest in the surface world. The mind flayers think the derro taste bad. Duergar disapprove of the derro's love of cruelty. And derro really don't much care about the other races deep beneath the surface. But derro often raid the surface and acquire technology or items that other deep races desire, and so limited trade between a lair and some surrounding creatures is possible.

Every 20 years or so, the derro race mounts an all-out war against other creatures of the Underdark. This is known as the Uniting War, and no savant really expects to win it. The War is a means of winnowing out the weakest of the derro lairs, a focal point for racial identity, and a chance to really start some terror throughout the Underdark. It also serves the purpose of starting rumors. That is, humans will certainly hear that a war is being fought in the Underdark, and will send hundreds of scouting and adventuring parties into the deep underground to investigate. The derro welcome this new source of slaves.

Ecology: Derro can live on a diet of underground fungi, but they find the stuff to be foul-tasting if used as anything other than spices. Thus they seek out other sustenance whenever possible. A derro hunting party usually pursues large, dangerous prey that can feed the entire lair, rather than smaller, simpler food. The derro tendency to torment prey holds true with hunting for food.

The derro also raid other races for food. Sometimes, they merely rob the dwarves or the orcs, hoping to provoke an amusing conflict. But such excursions are tame compared to Open Hunting, the derro term for midnight raids into human settlements. When Open Hunting, a derro party steals cattle and swine, to let loose and hunt at a later time, but it primarily kidnaps humans. As mentioned before, derro treasure humans for slaves and for breeding.

Derro have few other roles in the underground ecosystem. In the last few Uniting Wars, the drow noticed that derro blood (a milky substance that turns brown and rotten upon the slightest exposure to bright light) was a useful ingredient in drow potions.

Gingwatzim

	Tim	Pakim	Graegzim	Eoluzim	Maronzim	Naranzim
CLIMATE/TERRAIN:	Ethereal or Prime Material plane					
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Feeds directly upon victim's strength					
INTELLIGENCE:	Non- (0)	Animal (1)	Semi- 2-4	Low to ave. (5-10)	Ave. to very (8-12)	Very or more (11+)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral (evil)	Neutral (evil)	Neutral evil	Neutral evil
NO. APPEARING:	1	1	1	1	1	1
ARMOR CLASS:	0	0	0	0	0	0
MOVEMENT:	15	15	15	15	15	15
HIT DICE:	2	2+4	3+6	4+4	5+4	6 to 14
THAC0:	19	17	17	15	15	6 HD: 15 7-8 HD: 13 9-10 HD: 11 11-12 HD: 9 13-14 HD: 7
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	Nil	1-6	2-8	1-12	4-1 6	5-30
SPECIAL ATTACKS:	See below	See below	See below	See below	See below	See below
SPECIAL DEFENSES:	Only hurt by spells and magical weapons					
MAGIC RESISTANCE:	Nil	Nil	Nil	25%	50%	75%
SIZE:	T (2' diam.)	S (4' diam.)	M (6' diam.)	L (8' diam.)	L (10' diam.)	H (15'+ diam.)
MORALE:	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)
XP VALUE:	975	1,400	2,000	5,000	7,000	10,000+

Gingwatzim are beings of raw life force from the Ethereal plane. There are six different species of varying powers.

The gingwatzim have up to three different forms that they can take on. There natural shape is a glowing sphere of swirling gases, called their *free form*. Each race's free form is a different color: tim are blue, pakim are green, graegzim are grey, eoluzim are violet, maronzim are yellow, and naranzim are red-orange. They flit around like giant fireflies (MC: A). Although they are nearly insubstantial, they do not pass through solid objects, and they are subject to air currents.

There are two other forms in which a powerful wizard might bind them—an *animate creature* form and an *inanimate object* form. In these forms, they look completely like the imitated creature or object. Only a *true seeing* spell or comparable magic can detect their true form.

Combat: When in free form, the gingwatzim envelop their prey and suck the strength right out of them. Once in contact with the glowing sphere, the victim is paralyzed with no savings throw while the creature continues to feed from him. Each species drains strength at a different rate.

Once the victim's strength falls below 3, he collapses unconscious. He awakens in 1d20 rounds with a Strength of 3. Lost Strength is regained at a rate of 1 point per day. If continued gingwatzim attacks keep him at 3 or below for more than a day, he falls into a deep coma. Furthermore, each complete day of draining requires a successful system shock check to remain alive. Normal healing spells restore him to consciousness and recover lost Strength as if it were hit points.

When in free form and fighting other creatures native to the Ethereal plane, they cause the normal damage listed above and cannot drain strength. The reverse is also true. When in free form and fighting creatures from the Prime Material plane, they can only drain Strength, and they cause no normal damage.

In free form, gingwatzim are often bound to an entryway by their wizard masters. The doorway appears to be filled with a haze of the appropriate color. Nothing can pass through the entryway without passing through the gingwatzim and being subject to the obvious consequences. At the wizard's option, the gingwatzim may be allowed to wander a limited distance, or follow directions it is capable of understanding.

In animate creature form, they retain their own hit points, attack rolls, and damage potential, but they take on the creatures' appearance, Armor Class, and movement ability. For example, a pakim in the form of a black bear would have its own hit points, attack once per round as a 2-Hit Die creature, and only cause 1d6 points of damage per hit. Gingwatzim can mimic magical creatures or monsters, but the mimic form has none of the magical or monstrous abilities of the imitated creatures. They can wear armor and use weapons if the imitated creature can. The two most powerful types of gingwatzim, the maronzim and the naranzim, can cast spells. They retain this ability in any form they take.

As an inanimate object, the creatures are usually magical items, such as weapons, providing the magical power from within themselves. The less intelligent gingwatzim (tim, pakim, and graegzim) communicate by empathy, limited to such statements as "hungry," "stay," or most any other simple, one-word feeling. The more intelligent gingwatzim use full telepathy, which is exacting for simple and common concepts. However, more complex or subtle communication leaves a lot of room for error and misunderstandings.

Habitat/Society: Gingwatzim only exist upon the Prime Material plane when summoned from their native Ethereal plane by a powerful wizard. The Lost Spells of Castanamir that did this are probably of at least 7th level, but since they have been lost, nobody knows for sure. Once conjured, these creatures must be bound to the service of the conjurer. The intelligence rating of the life force is the percentage chance that it takes over its conjurer (see the *magic jar* spell on page 169 of the 2nd Edition *Player's Handbook*). In that case, the life force must be slain or driven away by spells before the victim is freed.

Gingwatzim

The less intelligent life forces are easier to handle and serve placidly enough. The more powerful and intelligent life forces vary greatly in their willingness to cooperate; their behavior depends on how the conjurer treats them and how long they have to remain his servants. They may do the job well and quickly or in a sloppy fashion. They may even hope to cause the conjurer's death. On the other hand, some may come to love their masters and serve them willingly. In general, the more powerful individuals are more evil.

Once the life force has been bound to service, it may also be given an animate creature form or an inanimate object form. These are singular forms chosen by the conjurer and cannot be altered. The conjurer may choose to only assign one or none of the forms to the gingwatzim and new forms cannot be added later. If the alternate forms of a pakim are those of a black bear and a *spear* +2, then those are the only things it can transform into. These forms are real and solid, not illusions. They can switch between the various forms as often as they wish, unless commanded to remain in a particular form by their master. As inanimate objects they cannot move independently or control their actions.

A bound gingwatzim may not return to its own plane unless it is either freed by the conjurer, slain (in either free form or animate creature form), or broken while in inanimate form (or its current owner dies). Control of the gingwatzim is transferred with a change of hands of the inanimate form. For example, if a pakim is bound as a *dagger +1*, and that dagger is stolen, the thief is now the proud owner and controller of the gingwatzim, although he may not know it.

Ecology: On the Ethereal plane, the gingwatzim are a basic life form. The simpler types are the lower life forms, equivalent to our plants and simple animals. The more powerful types are the equivalent of higher life forms with the naranzim similar to powerful enchanted creatures, such as dragons or genies. The more powerful gingwatzim prey upon the less powerful in the Ethereal plane.

Tim

In free form the tim are blue, glowing spheres of sparkling energy. Their bound animate forms are limited to such things as frogs, spiders, fish, insects, snakes, or plants with unusual senses or abilities. They are usually bound to entryways or else physically restricted to an area, since they are incapable of understanding even simple commands. Their inanimate forms are restricted to the simplest of items, below even a +1 weapon or shield. Such items are limited to a single use per day since the gingwatzim powering it needs that long to recover.

Pakim

In free form the pakim are green spheres of sparkling energy. Their bound animate forms are typically +1 weapons or the equivalent. As animals they are usually mammals or birds smaller than a man. They lack true reasoning or deductive abilities and can only understand simple commands and phrases. Since they are relatively powerful but can be commanded with little risk, the pakim are the most popular gingwatzim to conjure and bind.

Graegzim

These gingwatzim can reason, but only in a simple fashion. In free form, the graegzim are glowing, grey spheres of sparkling energy. In animate form they are usually fremlins, fairies, brownies, etc., though they lack the magical abilities the real beings would have. They have poor memories and cannot handle complicated instructions. As objects they are typically bound to +1 weapons that tend to telepathically chatter, whine, and complain when not being used.

Eoluzim

In free form the eoluzim are glowing, violet spheres of sparkling energy. In animal form they are usually humanoids that tend toward violence, such as orcs, goblins, kobolds and such, although they can be any man-sized creature of normal intelligence or less. In inanimate form they are +2 weapons or the equivalent that always try to goad their owners into bloodshed.

Maronzim

The Ethereal plane's equivalent of humans, maronzim tend to be humans, elves, or the like in animate form. While they vary in attitude, all can cast any 1st- or 2nd-level illusion/phantasm spells as often as desired, once per round. In free form the maronzim are glowing, yellow spheres of sparkling energy. As inanimate objects they are +2 weapons, or even staves and wands with illusionist abilities. They have excellent memories and reasoning abilities and can ignore emotional factors. They are dangerous because of their subtlety and tendency toward treachery.

Naranzim

These mysterious gingwatzim are almost impossible to control, so little is known about them. They vary greatly in power and in animate form can be virtually any large and highly intelligent creature. They can imitate one and only one magical or monstrous ability in this form. In free form the naranzim are glowing spheres of red-orange sparkling energy. In inanimate form they are at least +3 weapons with powers, or the equivalent. The most powerful of them may even be artifacts or relics. Naranzim can cast illusion/phantasm spells as often as they wish, one per round. The level of ability varies from 3rd- to 7th-level spells. They always work to control or destroy their masters within the rules of their bondage. A naranzim free of its master would be a threat to entire kingdoms.

Imp, Mephit

	Fire	Ice	Lava	Mist	Smoke	Steam
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any	Any
FREQUENCY:	Common on lower planes, very rare on Prime Material plane					
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Special	Special	Special	Special	Special	Special
INTELLIGENCE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
TREASURE:	Nx2	N	N	N	N	Nx3
ALIGNMENT:	Variable but always evil					
NO. APPEARING:	1 on Prime Material plane, 1-10 on lower planes					
ARMOR CLASS:	5	5	6	7	4	7
MOVEMENT:	12, Fl 24 (B)	12, Fl 24 (B)	12, Fl 24 (B)	12, Fl 24 (B)	12, Fl 24 (B)	12, Fl 24 (B)
HIT DICE:	3+1	3	3	3+2	3	3+3
THAC0:	17	17	17	17	17	17
NO. OF ATTACKS:	2	2	2	2	2	2
DAMAGE/ATTACK:	1-3/1-3	1-2/1-2	1/1	1/1	1-2/1-2	2-5/2-5
SPECIAL ATTACKS:	Breath weapon and see below					
SPECIAL DEFENSES:	See below	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M (5′ tall)	M (5′ tall)	M (5′ tall)	M (5′ tall)	M (5′ tall)	M (5′ tall)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	420	420	420	420	420	420

Mephits are nasty little messengers created by powerful lower planes creatures. They are evil and malicious by nature and appear on the Prime Material plane only to perform evil missions. Six types of mephits are known: fire, ice, lava, mist, smoke, and steam. Each is created from the substance for which it is named.

Mephits appear as thin, five-foot-tall humanoids with wings. Their faces have exaggerated features, including hooked noses, pointed ears, wide eyes, and protruding chins. Their skin continually oozes the stuff from which they were made (fire mephits burn, lava mephits drip lava, etc.). Mephits speak a common mephit tongue.

Combat: In battle, mephits attack with either their clawed hands or their breath weapon. Damage is variable depending on the type of mephit encountered (see following for details). All mephits also have the ability to *gate* in other mephits; the type gated in and percentage chance for success varies with the mephit initiating the gating (see following for details).

Habitat/Society: Mephits love tormenting helpless creatures and bragging about their latest evil accomplishments. They wear garish, vulgar costumes of the most outlandish colors and design. They give themselves pompous, impossibly long names, such as Garbenaferthal-sprite-slayer-greatest-of-all-the-steam-mephits. Mephits assume a groveling, craven, yes-master stance around their bosses. Toward victims and each other, mephits drop their humble servant persona and take on the arrogant air of a superior. A limited camaraderie exists between mephits of the same type. Disputes between different types are often settled by a friendly game of tug-a-demihuman.

Mephits are usually assigned to deliver some message or pick up a package on the lower planes, but occasionally (5%) they are sent to the Prime Material plane. Missions on the Prime Material plane include retrieving a particular person, delivering a special magical item, or just spreading a little general mayhem (so folks don't forget the lower planes are still there).

Ecology: Mephits lead brief, troublesome lives. They are quickly created and destroyed, but they have no predetermined life span. They never eat, but must return to the substance from which they were formed to heal damage (usually 1 hit point per turn in contact).

Fire Mephit

The most mischievous of all mephits, these fiends play terrible pranks on other mephits (such as pushing lava mephits into water and watching them harden) and on their victims.

Touching a fire mephit causes 1 point of heat damage (no saving throw). Their clawed hands rake for 1d3 points of damage each, plus 1 hit point of heat damage per hit.

Fire mephits may use their breath weapon three times a day. It has two forms. The first is a flame jet 15 feet long and one foot wide. This jet automatically hits one target of the mephit's choosing for 1d8+1 points of damage (half if saving throw is successful). The second form is a fan of flame covering a 120° arc directly in front of the mephit to a distance of five feet. Any creature in the arc suffers 4 points of damage, no saving throw allowed.

Fire mephits may also cast *heat metal* and *magic missile* (two missiles) spells each once per day. Once every hour a fire mephit can attempt to *gate* in another mephit. The chance for success is 25% and the summoned mephit is either fire, lava, smoke, or steam (equal probability of each).

Ice Mephit

Ice mephits are angular in form, with translucent ice-blue skin. They live on the colder lower planes and thus never mix with fire, lava, smoke, or steam mephits. Ice mephits are aloof and cruel, surpassing all other mephits in the fine arts of torture and wanton destruction.

In combat, ice mephits attack with two clawed hands, inflicting 1-2 points of damage each. In addition, their chilling touch has a freezing effect, reducing the victim's to hit number by 1 per hit (no saving throw allowed). These effects are cumulative and last three to four turns or until the victim is healed to full hit points (whichever comes first).

Ice mephits may breathe a volley of ice shards every other melee round, three times per day. This volley automatically hits a single victim within 15 feet of the mephit. Damage is 1d6, halved if the victim rolls a successful saving throw.

Once per hour an ice mephit may attempt to *gate* in one other mephit. The chance of success is 25% and the summoned mephit is either mist or ice (equal probability of each).

Lava Mephit

Lava mephits are the least intelligent of all mephits. They are slow on the uptake and frequently the brunt of fire mephit jokes. Lava mephits generate extreme heat that can be felt 30 feet away. Their claws are small and soft, causing only 1 point of damage when they hit, but each hit inflicts an additional 1d8 points of heat damage. The touch of a lava mephit automatically melts or burns most materials. The rate of this destruction varies from three rounds to melt plate armor to one hour to burn through an inch of wood.

Their breath weapon is a molten blob of lava usable once every three melee rounds. This blob automatically hits one target within ten feet of the breathing mephit (1d6 points of damage, no saving throw). A lava mephit may use this weapon a maximum of eight times, after which the mephit must recharge by getting in contact with a lava pool for on hour. Mephits in contact with lava during combat regenerate 2 hit points per melee round. This power ceases if the mephit is brought to 0 hit points or less; at this point the mephit is dead. These fiends may shapechange into a pool of lava three feet in diameter by six inches deep. This maneuver does not recharge their breath weapon. They may still be harmed normally while in lava pool form.

Once every hour a lava mephit may attempt to *gate* in 1-2 other mephits. The chance of success is 25%. If two are summoned, they are of the same type (equal probability of fire, lava, smoke, or steam).

Mist Mephit

Mist mephits fancy themselves as spies par excellence and practice this ability on other mephits. They are quick to report other mephits who show mercy or other treasonous behavior, and they never engage in idle banter with other mephits. Mist mephits have the ability to see clearly in fog or mist. Their skin is pale green. Mist mephits never engage in melee unless trapped. Their soft claws inflict just 1 point of damage when they hit. Mist mephits may breathe a sickly-green ball of mist, every other round, up to three times an hour. This ball automatically envelopes one victim within ten feet of the breathing mephit. The victim must roll a successful saving throw vs. poison or suffer 1d4 + 1 points of choking damage and be blinded for 1d4 rounds. In addition to their breath weapon, mist mephits can create a *wall of fog* (as the spell) once per day (3rd-level ability). They can also assume gaseous form once per day and often use this ability to spy on others or escape combat.

Once per hour a mist mephit may attempt to *gate* in 1-2 other mephits. The chance of success is 20%. If two mephits arrive, they are of the same type (either ice or mist, equal probability).

Smoke Mephit

Smoke mephits are crude and lazy. They spend most of their time sitting around invisible, smoking pipe weed, telling bad jokes about their creators, and generally shirking their responsibilities.

Smoke mephits' two clawed hands cause 1-2 points of damage each. Their breath weapon consists of a sooty ball usable every other melee round, an unlimited number of times per day. The sooty ball automatically strikes one creature of the mephit's choice within 20 feet, causing 1d4 points of damage and blinding the victim for 1-2 rounds. No saving throw is permitted.

Smoke mephits may cast *invisibility* and *dancing lights* once each per day. Once per hour they can attempt to *gate* in 1-2 other mephits. The chance of success is 20%, with equal probability of the summoned mephits being fire, lava, smoke, or steam. If two mephits appear, they are of the same type.

When a smoke mephit dies, it disappears in a flash of flame. This flash causes 1 point of damage to all creatures within ten feet (no saving throw).

Steam Mephit

Steam mephits are the self-appointed overlords of all mephits. They frequently boss around weaker mephits. In addition to hissing steam escaping from their pores, steam mephits leave a trail of near-boiling water wherever they walk.

The hardened claws of a steam mephit cause 1d4 points of damage each, plus 1 additional point of heat damage per touch (no saving throw). In addition, the victim is 50% likely to be stunned for one round. These effects are cumulative, so a victim raked twice could be stunned for two rounds.

Steam mephits can breath a scalding jet of water every other round, an unlimited number of times per day. This jet has a 20-foot range and automatically hits its target. Damage is 1d3 points (no saving throw) with a 50% chance of stunning the victim for one round.

Once per day a steam mephit may create a rainstorm of boiling water over a 20'-by-20' area. This storm inflicts 2d6 points of damage to all victims caught in the area of effect, with no saving throw allowed. Steam mephits may also *contaminate water* once per day (reverse of *purify water*).

Once per hour a steam mephit may attempt to *gate* in 1-2 other mephits with a 30% chance of success. There is an equal probability that the summoned mephits are either fire, lava, smoke, or steam. If two are summoned, they are of the same type.

Unlike other mephits, who always delay attacking as long as possible, steam mephits are ruled by their oversized egos. They sometimes ambush even large, well-armed parties, striking first with their boiling rainstorm, then concentrating their breath weapons on the nearest wizard or priest.

Manotaur

CLIMATE/TERRAIN:	Any/Desolate rocky forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	(E)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	24
HIT DICE:	13
THAC0:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-8
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall, 12' long)
MORALE:	Champion (15-16)
XP VALUE:	5,000

Manotaurs somewhat resemble centaurs. Unlike minotaurs, which have the bodies of men and the heads of bulls, manotaurs have the bodies of bulls and the upper torsos of men. The heads sport a pair of horns that manotaurs continually sharpen for use in combat. A great mane of hair runs down their necks, trailing across their shoulders. Coloration varies, but most manotaurs are brown, grey or black. Manotaurs measure seven to eight feet tall and ten to 12 feet in length. Their human torsos are broad and powerful. Manotaurs are strict carnivores. Their mouths are wide and filled with sharpened teeth and short fangs. Manotaurs usually speak their own language, as well as minotaur, ogre, and hill giant.

Combat: Manotaurs run with absolute silence through their woodland lairs. They cause a −3 penalty to opponents' surprise rolls. Manotaurs are always able to charge if they surprise their opponents. Likewise, because of their superior smell and hearing, manotaurs are only surprised on a 1 in 10.

A manotaur attacks using its two front hooves and its razor-sharp horns. Anytime in combat that a manotaur can run 20 feet or more in a straight line, it may charge. When charging, a manotaur attacks only with its horns but the damage is tripled (3d8). In addition, man-sized or smaller targets are slammed back ten feet by the force of the charge.

Manotaurs are intelligent opponents that rely upon brute force when battling smaller creatures and guile against well-armed foes. A common ploy by manotaurs is to surprise their opponent, deliver a single charge attack, then disappear into the forest. The manotaurs repeat this tactic time and time again, slowly wearing down the foe before closing for the kill.

Habitat/Society: Manotaurs are evil by nature, hating all good things. Their lairs are usually overgrown, desolate forests, in which they gallop to and fro, beating out a series of twisted interlocking paths with their hooves. These paths are known only to the manotaur who lives there. Any creature attempting to follow the paths in a manotaur forest is 75% likely to become disoriented and unable to find its way back out of the forest. A person trapped in a manotaur forest has only a 10% chance per day of finding his way out without magical aid. At seemingly random points, the forest's paths straighten out for as much as 30 feet at a time. This is where the manotaur will wait, timing his charge to hit just as the victim rounds the bend and steps onto the straightened path.

The personalities of manotaurs vary widely; some guard their forest jealously, killing all who dare enter. Others fill the woodland with wicked creatures, such as giant spiders, orcs, and even an occasional ogre or two. They use these creatures to spread terror through the forest and as spies in the outside world.

Ecology: Manotaurs hunt sylvan creatures (brownies, sprites, elves, and the like). Manotaurs hate unicorns and can sense them anywhere in their forests. The only time two manotaurs will cooperate is to track down and destroy a unicorn.

Manotaurs sometimes use treasure to lure creatures into their maze of paths, placing a gold piece here and a silver there. Humans and demihumans who carefully map may be able to pick up a quick silver or two, but even a short journey into the forest can lead to disaster. The treasure trove of a manotaur is usually found in a clearing near the center of the forest.

The origins of the first manotaur are a mystery; possibly it was the offspring of a minotaur and a human female.

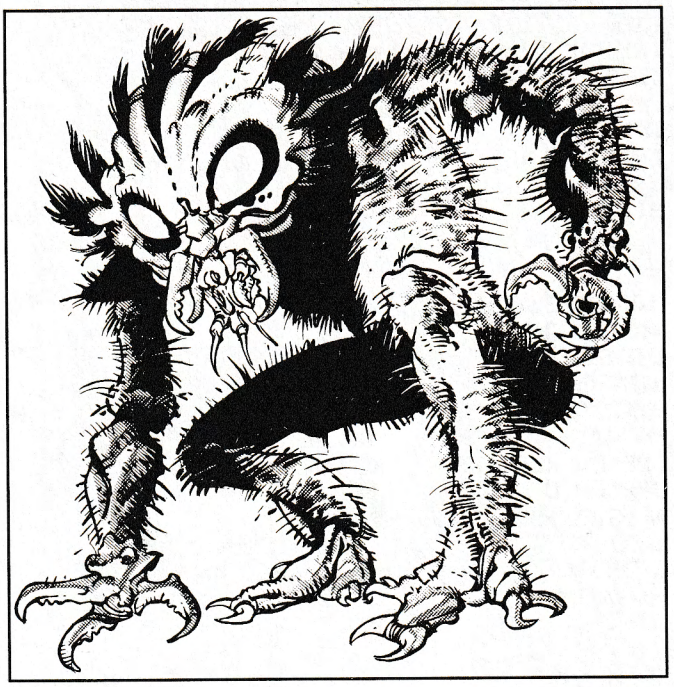
A manotaur colt is born with 2 Hit Dice. The colt remains with its father until it reaches 5 Hit Dice. At that point the colt is driven out of the forest. A colt that reenters its father's forest is immediately slain.

Manotaurs live 300 years or more. The bulk of their treasure is hidden either beneath a great stone or in a tree hollow near the center of the forest.

Meenlock

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night, any if tracking
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	3-5
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Dimension door
MAGIC RESISTANCE:	Nil
SIZE:	T (2′ tall)
MORALE:	Steady (11-12)
XP VALUE:	650



Meenlocks are shadow-dwelling, bipedal creatures that use gruesome tortures to transform humans and demihumans into monsters like themselves. They are seldom seen, for they shun light. Meenlocks are squat, two feet tall, and covered in shaggy, black fur. Their bent arms end in nasty, three-clawed hands. Their heads are white and hairless, with small, toothsome mouths, flat noses, and large yellow eyes devoid of pupils. Meenlocks have a powerful telepathy ability that enables them to send messages to any creature within 300 feet. Their speech is limited to low guttural growls.

Combat: Intelligent creatures with 4 or fewer Hit Dice that view a meenlock collapse from fear for 1d4+4 rounds (reduce this number by half if they roll a successful saving throw vs. spell).

Meenlocks flee bright light if they can; they use considerable ingenuity to extinguish light sources.

In melee, meenlocks rake with their clawed hands. Each hit inflicts 1d4 points of damage. Any creature struck must roll a successful saving throw vs. paralyzation or be paralyzed for 1d6 turns. They may also use a limited *dimension door*, 60-foot range, every other round. Opponents who attack a meenlock during the round it *dimension doors* suffer a −4 penalty to their attack rolls. Meenlocks may not use this ability while carrying a victim. Three meenlocks are required to carry a man-sized victim.

Any human or group of humans who open a meenlock lair without killing the monsters or replacing the stone exactly as they found it will be tracked and attacked that night. The tracking meenlocks follow at a discrete distance and use their telepathy ability to send messages to one character in the group (no saving throw). This victim should be a paladin if one is present; if not, the meenlocks choose a human, elf, or other demihuman, in that order.

The messages convey the general impression to the victim that horrible monsters are in pursuit and they want to make him one of them. As the day wears on the victim becomes aware of stealthy movements all around him. Companions of the victim probably detect nothing (meenlock are 95% undetectable when tracking). This mental harassment continues throughout the day. The victim loses 1 point of Dexterity, Intelligence, Strength, and Wisdom per hour from distraction. Maximum reduction is to 1/2 the original value. In addition, a character being harassed by meenlocks is so distracted that he suffers a −1 penalty to his attack rolls or, if he is a spellcaster, the targets of his spells gain a +2 bonus to their saving throws.

Meenlocks attack after their victim beds down for the night. They are amazingly quiet and are 80% likely to surprise even watchful guards (100% against sleeping victims). The meenlocks try to use their fear ability and paralysis to stun any guards, then drag away their chosen victim. Meenlocks kill guards and companions if needed. They do not attack their victim unless absolutely necessary, preferring to drag him off to their lair. Once inside, after a short hideous ceremony, the victim becomes a meenlock.

Habitat/Society: Meenlocks dig their homes in desolate, rocky forests, covering the entrance with a large, flat rock (treat as a secret door). This stone opens to a twisting, vertical passageway that winds downward for 100 feet or more to the meenlock lair. The ceiling, floor, and vertical passageway of the entire lair are covered by a dank, spongy, moss unique to meenlock lairs.

Meenlocks use this moss to climb up and down the vertical passage. Anyone opening the lair senses powerful emanations of evil coming from below. In addition, anyone peering into the blackness is greeted by the smell of rotting corpses. Both of these sensations are telepathic warnings from the meenlocks below.

The meenlocks live in a dreary chamber at the bottom of the vertical passageway. Decorations consist of ratty sleeping furs, a number of wicked curved knives hanging on the walls, and a jumbled pile of bones.

Ecology: Meenlocks delight in transforming humans and demihumans into monsters like themselves. Little is known about the procedure, but apparently it involves a reduction in the victim's bulk followed by quick application of the meenlock moss.

A meenlock band contains a maximum of five individuals. If a sixth human is transformed, then the band splits. The three largest meenlocks (those with the most hit points) remain in the lair, while the three smaller meenlocks leave to construct their own lair.

Ogre, Half-

	Half-Ogre	Ogrillon
CLIMATE/TERRAIN:	Any/Land	Any/Land
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Semi- to High (3-12)	Low (5-7)
TREASURE:	B, M (Q, B, S)	M (B, S)
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-4	1-4 (5-30)
ARMOR CLASS:	5 (9)	6
MOVEMENT:	12	12
HIT DICE:	2+6	2+4
THAC0:	17	17
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	2-8 (by weapon)	2-7/2-7
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'-9' tall)	M (6'-7' tall)
MORALE:	Steady (12)	Average (10)
XP VALUE:	270	175

Half-Ogre

When adventuring companies set forth into the wilderness, they often run into ogres; big, ugly humanoids. On some occasions, the ogres include an individual or two that are a little shorter, but significantly smarter, wielding a weapon with more skill than might have been expected. These individuals have a better understanding of their opponents, and they grunt commands to their fellows that anticipate the adventurers' moves. In this way do half-breeds, the issue of ogres and humans, earn respect among their kind.

Half-ogres range from seven to eight feet in height and from 315 to 425 pounds in weight. Skin and hair color are variable, but tend toward brown, gray, black, dull yellow (skin only), or any of the above with a slight gray-green hue. Teeth and nails are always orange. Most half-ogres have human-like eyes, though about one in five have the white pupils common to ogrekind. Their odor is noticeable, but not as overpowering as that of a full-blooded ogre.

The half-ogre traditionally wears heavy skins and furs, bringing his Armor Class up to that of his ogre brethren, but rare individuals have the wherewithal to make a shirt of chain-mail, for an AC of 3. Half-ogres speak common (more clearly and unimpeded than their ogre parent), ogrish, orcish, troll, and one other (usually human) language. They typically live to 110 years.

Half-ogres enjoy infravision out to 60 feet. Their sense of smell is better than an ogre's, but it falls short of a human's.

Combat: Half-ogres of any sort suffer −2 penalties to their attack rolls against dwarves and −4 against gnomes, since those smaller races are so skilled at battling bigger folk.

Half-ogres in combat are often found with full-blooded ogres. If so, the half-ogre will most likely be leading the ogre party. The ogres fight more wisely when thus led, concentrating their assaults on characters the half-ogre recognizes as spellcasters and teaming up against skilled fighters. Ambushes are better-planned and more carefully baited.

To earn this command privilege, particularly when ogre leaders (or perhaps even a chieftain) are present, a half-ogre must show himself quick to battle and fierce in combat. Half-ogres' typical weapon of choice is a huge sword (use the statistics for a two-handed bastard sword, save that the half-ogre can employ it one-handed, with a large shield in the other hand), or a war spear capable of causing 2d4 points of damage. A half-ogre inflicts an additional 2 points of damage, due to his mass.

Half-ogres sometimes gather together to form their own tribes. In this case, they are encountered in bands of 2d10 and expend as much energy choosing and preparing an ambush as on the combat itself.

For every five half-ogres in an encounter, there is an additional veteran with 5+3 Hit Dice. For every ten half-ogres, there is a leader with 6 Hit Dice. If more than 15 half-ogres are encountered, they are accompanied by a shaman, a fighter/priest with 5+3 Hit Dice and the spells of a 4th-level priest, and two acolyte shamans, with 4+6 Hit Dice and the spells of 2nd-level priests.

Half-ogres have an inclination to intimidate others. This maneuver, a broad and fang-filled smile and perhaps a slamming fist, often encourages an NPC to suddenly remember appointments, or perhaps faint dead away. As has been noted, kobolds clutch their spears and cringe in unison when 7'6" of solid muscle smashes their door to splinters and walks in; even larger monsters have serious reservations about attacking half-ogres. They can also terrify local human populations into leaving a half-ogre and his companions alone.

Habitat/Society: Half-ogres have no society of their own. If they live with ogres, they are the weak, quick-thinking members of the tribe, ever on their toes to prove themselves worthy. If a half-ogre is reared in a human community, he grows to live with suspicion and fear, often turning to military or solitary occupations.

Occasionally, half-ogres join with half-orcs, orogs, ogrillons, and so on. These communities are small (50-200 residents) and usually isolated, but can appear in virtually any land terrain. Half-ogres fill a middle niche, more powerful than half-orcs or orogs, but smarter than ogrillons, trolls, and other humanoids. As a whole, these communities are chaotic evil, with neutral tendencies stemming from the level of cooperation necessary in a "half-caste" situation. These communities prefer others of their own kind, and are tolerant of orcs and ogres. Enough of the denizens have human blood to regard humans with neutrality (in-

deed, chaotic evil humans often find their most enthusiastic followers in such a hybrid tribe), as well as monstrous humanoids such as trolls and giants, but all other races are treated with undisguised hostility.

Hybrid settlements send raids into civilized territory for prisoners and for loot. A settlement may be found to hold prisoners. It is also likely for treasure to be found in a hybrid camp. Half-ogres are usually cheated out of most of their rightful treasure shares by the more cunning orogs and half-orcs.

Ecology: Much concern had been expressed over the years by human sages as to why ogres can interbreed with humans but not with, say, elves or halflings. As a likely answer was pieced together, the sages' concerns proved unfounded. The answer had little to do with any common origin of humans and ogres, but rather in a unusual property that ogres share with orcs: malleable biology. Just as orcs and ogres can adapt easily to any terrain, from the forests to the plains to the highest mountains, so can they theoretically breed with any humanoid race.

This ability to easily breed is oftentimes passed onto the issue of such breeding. That is, half-ogres can also breed successfully with most other humanoid races. If this process continues for many generations, the result is a horrible hybrid creature known as a mongrelman. Many mongrelmen have strong strains of orc and ogre in their bloodlines, which may account for their chaotic evil attitudes.

The half-ogre shares the ogre's place in the ecosystem—that of a plague upon demihumans and humans, lusting for treasure and making neither crafts nor good labor. The beginnings of half-ogre poetry have been around for many years, but it is exceptionally ugly and disturbing.

Half-Ogres as NPCs or PCs

Half-ogres may be NPCs (or even, with DM permission, player characters). If so, they have statistics determined in the following fashion. Strength is 1d6 +13, with a roll of 6 being treated as 18(00) strength. Characters with a Strength roll of 5 (18 strength) should roll normally for extraordinary strength. Dexterity is 3d4. Constitution is 1d6 +13, with a roll of 6 being treated as an 18. Intelligence is 3d4. Wisdom is 2d6. Charisma is 2d4, with double that score for effective Charisma with respect to ogres, half-ogres, orcs, orogs, and so on. Half-ogres reared outside of an ogre tribe do not gain the languages mentioned earlier. Player character half-ogres may not be purely priests (see below), but may practice any other class allowed half-ogres. Starting Hit Dice are doubled at 1st level, progressing normally at 2nd level and higher.

As NPCs, shaman half-ogres are fighter/priests. Also possible are half-ogres that function solely as priests, rising to 5th level, and rarely seen fighter/thieves (3+9 Hit Dice with the skills of 1st- or 2nd-level thieves). Half-ogre thieves are always self-taught, and accept the following racial adjustments: Pick Pockets −20%, Open Locks +5%, Find/Remove Traps +0%, Move Silently −5%, Hide in Shadows +5%, Detect Noise +0%, Climb Walls −30%, Read Languages −25%.

Ogrillon

The ogrillon is a fiercer species of the half-ogre, being a fusion of the ogre race with that of orcs. The ogrillon displays the general tendencies of its larger cousin with a few exceptions. It is even more brutish and violent, and it normally learns to speak ogrish and a handful of words in common.

The ogrillon is the size of an orc, and it resembles an orc very closely. A few ogrillons (about one out of every ten) is born with features and coloration very similar to those of an ogre: purple eyes with white pupils, black teeth, yellowish skin with dull, dark-green hair. The skin of an ogrillon of either type is covered with small horn plates, giving it a superior Armor Class and enabling it to fight without weapons of any kind. An ogrillon disdains armor and most other material items, retaining only a handful of gold pieces as treasured belongings. (Ogrillons steal whatever they want in any case, even from one another, so it is uncertain why they keep gold, except as good luck charms.)

The ogrillon loves mayhem. In combat it disdains weapons and plunges in with both fists. Due to the creature's great strength and horn-reinforced fists, each punch delivers 1d6+1 points of damage. An ogrillon out of combat seems restless and upset, but it can be seen chuckling merrily to itself while in a good fight.

Because of this single-mindedness, ogrillons are often approached by orcs when the latter need good fighters against some enemy. Ogrillons are happy to join in and fight, sometimes for the love of combat and destruction, but sometimes for more lucky gold pieces. In combat, it is 90% unlikely that a typical ogrillon can be distinguished from an orc. Ogre-resembling ogrillons, of course, clearly stand out.

The ogrillon is the issue of a female orc mated with a male ogre. Thankfully, it is sterile. The union of a male orc and a female ogre yields an orog, a better class of humanoid monster detailed in the "Orc" entry of Volume 1 of the *Monstrous Compendium*.

Ooze/Slime/Jelly

	Olive Slime	Olive Slime Creature	Jelly, Mustard	Jelly, Stun-
CLIMATE/TERRAIN:	Any/Subterranean			
FREQUENCY:	Very rare	Rare	Rare	Rare
ORGANIZATION:	Colony	Colony	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Night	Night
DIET:	Scavenger	Carnivore	Scavenger	Scavenger
INTELLIGENCE:	Non- (0)	Animal (1)	Average (8-10)	Animal (1)
TREASURE:	Nil	Nil	See below	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	1-20	1	1
ARMOR CLASS:	9	9	4	8
MOVEMENT:	0	6	9	3
HIT DICE:	2+2	See below	7+14	4
THAC0:	19	17, 15, or 13	13	17
NO. OF ATTACKS:	0	1	1 or 2	1
DAMAGE/ATTACK:	Nil	1-3, 1-4, 2-8, 3-12, 4-16, 4-24	5-20	or 2-8/2-8
SPECIAL ATTACKS:	See below	Olive slime	See below	Paralyzation
SPECIAL DEFENSES:	See below	See below	+1 or better to hit	Nil
MAGIC RESISTANCE:	See below	See below	10%	Nil
SIZE:	S (4' radius)	Special	L (9'-12' diam.)	L (10' on a side)
MORALE:	Average (10)	Average (9)	Elite (13-14)	Average (9)
XP VALUE:	420	420, 975, or 2,500	4,000 (1/2 if only half slain)	420

There are many different varieties of oozes, slimes, and jellies. More are being discovered all the time, as warped wizards seek to create life or fashion efficient dungeon scavengers. The unifying feature of the creatures is a dissolving touch that consumes flesh as well as weapons and armor.

Olive Slime

Olive slime is a strain of monstrous plant life closely akin to the ceiling-growing green slime (see Volume 1 of the *Monstrous Compendium*), but contact with it is worse in most respects. Olive slime favors subterranean growing areas, feeding on whatever animal, vegetable, or metallic substances happen to cross its path. The vibrations of a passing creature underneath it are sufficient to cause it to release its tendrils and drop.

Olive slime ignores armor for purposes of determining hit probability. It also negates Dexterity bonuses unless its target is aware of the olive slime's presence and takes steps to avoid the stuff. Contact with olive slime causes a numbing poison to be exuded from the creature. An unobservant victim must roll a saving throw vs. poison, failure indicating that the victim has not noticed that the olive slime has dropped on him. Characters in the vicinity have a group chance of 50% to notice the attachment with a casual glance, this percentage being adjusted only by magical items. A thorough search by wary individuals reveals the olive slime without difficulty. The stuff then spreads itself over the body area of its victim, sending parasitic tendrils to feed on the fluids of the host. With humans and demihumans, this attachment is usually along the spinal area. The attachment shortly begins to affect the brain of its host as it changes the host's body.

Within 2d4 hours, the host's main concern becomes how to feed, protect, and aid in the growth of the olive slime. Naturally, this includes keeping the slime's presence secret from any companions. If an affected character's companions do indeed grow suspicious, or if they demonstrate any willingness to destroy green or olive slime, the affected character flees at the first reasonable opportunity. Food intake must double or the host wastes away (10% of the character's hit points per day, rounding up, and in addition, no natural healing can take place while a character is wasting away.

After 1d6+6 days, the host suddenly and painfully metamorphoses into a vegetable creature. The olive slime gradually replaces skin and muscle tissue and forms a symbiotic brain attachment as well. The new creature has no interest in its former form or fellows. It exists as a new species more akin to plants than any other life form. Feeding is then either photosynthetic or paralytic or, most likely, both. When slain, the olive slime creature collapses into a new patch of olive slime.

Olive slime is harmed only by acid, freezing cold, fire, or by a *cure disease* spell. Magical powers that affect plants also work on it, although *entangle* has no practical effect. Other attacks or spells do not affect olive slime. Green slime and olive slime are total opposites—when they encounter each other, they attack and neutralize each other.

If an affected character has already been transformed by olive slime into an olive slime creature, there is very little short of a *limited wish* that can return him to normal.

Olive Slime Creature

Olive slime creatures, popularly known as "slime zombies," are the end result of olive slime metamorphosis upon its host. The new vegetable creature formed is linked symbiotically with the olive slime patch that created it, this bond being a secure link for 200 miles, but not from one plane of existence to another. Olive slime can call its zombies to aid it against aggressors, and they immediately and mindlessly come.

Regardless of its former existence and despite its general form, a slime creature is only differentiated by its size. Tiny olive slime creatures have 1+2 Hit Dice, and small olive slime zombies have 3+2 Hit Dice. Man-sized zombies have 5+2 Hit Dice, and large creatures have 8+2 Hit Dice. Huge zombies have 12+2 Hit Dice, and gargantuan creatures have 16 Hit Dice. The damage varies as well, with larger creatures doing more damage. Slime creatures have a telepathic bond, effective at a range of 200 yards, and gather together for mutual assistance in feeding and for defense. Their former identities can be discovered only upon close examination.

Habitat varies from well-populated subterranean places to damp forests, swamps, and so on. Slime creatures are equally at home on land or in warmish, shallow water. Slime zombies long to find animal hosts for their olive slime; they attack man-sized creatures on sight. When attacking, olive slime zombies have a 10% chance per successful hit of infecting their opponent with olive slime. If they succeed in doing so, they either change targets or flee combat before killing their target, as they certainly do not want to kill the new host.

Olive slime zombies are harmed by acid, freezing cold, fire (only magically produced and sustained fire, should the zombie be water-dwelling), and *magic missile* spells. Magical powers that affect plants also affect them, although the effects of *entangle* are minimal at best. No other attack forms, such as weapons, lightning, spells that affect the mind, and so on, can kill a slime creature. However, an olive slime zombie can suffer only as much physical damage as it has hit points before its skeleton collapses and it becomes nothing more than a puddle of olive slime. Green slime applied to an olive slime zombie neutralizes the olive slime, delivering 2d4 points of damage per round until the body is reduced to a (non-animate) skeleton.

The vegetable intelligence of slime zombies is of no greater level than that of common animals, but their cunning enables them to learn from experience. They also know how to use their cunning to lay traps, such as waiting at the bottom of a hidden shaft.

Mustard Jelly

The mustard jelly originated when a young wizard attempted to polymorph herself into an ochre jelly. Her spell failed, and she became a mustard jelly. The stuff has multiplied rapidly in the years since her accident, and it is now a serious threat in many areas.

The monstrous amoeboid mustard jelly is far more dangerous than the ochre jelly (see Volume 1 of the *Monstrous Compendium*). A mustard jelly is translucent and very hard to see (as per a concealed door) until it attacks. The only clue to its presence is a faint odor not unlike that of blooming mustard plants. Once it does attack, it can be seen as yellowish-brown in color. These attributes give it its name.

Normally, a mustard jelly attacks by forming a pseudopod of its acidic substance and striking with it. Those near the jelly must roll saving throws vs. poison each round, for the monster exudes a vapor within a ten-foot radius, and this toxic stuff causes victims to become lethargic and move at half-normal speed if the saving throw is failed. Toxic effects last for two rounds and are cumulative.

This large creature can willingly divide itself into two smaller, faster halves (movement rate 18). Each is capable of attacking as well, but each has only half the hit points that the whole had before dividing. A mustard jelly can, for example, flow into a room, divide itself into halves that are able to attack independently and simultaneously, and then form itself into a torus so that it might surround a pillar its prey has climbed. Unlike the ochre jelly, however, mustard jelly cannot move through tiny spaces (though it can eat through wooden doors), nor can it move along ceilings. It cannot climb walls, either, and so most of its bulk must remain on the floor, stretching up only four or five feet.

Although intelligent, mustard jelly is not known to value treasure of any sort, except as a lure for greedy characters. Of course, it is possible that some treasure might remain after a victim has been devoured.

Mustard jelly is impervious to normal weapons (and can eat wooden ones) and both electrical attacks and *magic missile* spells cause it to grow: the mustard jelly gains hit points equal in number to the damage rolled. Cold causes only half damage; other attack forms affect it normally.

Stunjelly

This relative of the gelatinous cube (see the entry on "Oozes/Slimes/Jellies" in Volume 1 of the *Monstrous Compendium*) has been designed by some forgotten mage to resemble a section of ordinary stone wall; it is usually ten feet square by two-and-a-half to five feet thick. It is somewhat translucent; bright light on one side of the stunjelly can be seen on the other side, and illumination equal to a *continual light* spell can reveal whatever treasure a stunjelly might carry with it. A stunjelly makes no noise when moving, but it does produce a faint odor of old vinegar.

Stunjelly has many features in common with a gelatinous cube. Like a cube, the stunjelly paralyzes characters who venture too near it. Characters walking near a stunjelly may be attacked by an anaesthetic pseudopod; those struck must roll a saving throw vs. paralyzation. Those who succeed suffer no ill effects. Those who fail are paralyzed for 5d4 rounds, during which time the stunjelly tries to surround the victim and digest him. Like the gelatinous cube, it is immune to electrical attacks, mind-influencing spells, paralyzation, and *polymorph* spells. Unlike the gelatinous cube, stunjelly is affected normally by cold attacks.

Stunjellies reproduce by fission, as one overly thick jelly splits into two thinner ones. This process is accompanied by a horrible rending sound, audible throughout the vicinity.

A stunjelly might mindlessly carry undigested metals around with it for days. These would include treasure types J, K, L, M, N, Q, as well as potions, daggers, or the like.

Stunjellies are tolerated in many dungeons as traps for the unwary intruder or as janitorial monsters sweeping the passages of digestible litter. In this duty, it is preferred over other slimes and oozes, since it cannot intrude through doors into areas where it would be unwelcome.

Troll

	Desert	Spectral	Giant
CLIMATE/TERRAIN:	Any/Deserts	Any/Forests	Any/Land
FREQUENCY:	Rare	Very rare	Rare
ORGANIZATION:	Solitary	Solitary	Tribe
ACTIVITY CYCLE:	Any	Night	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Very (11-12)	Low (5-7)
TREASURE:	C	C	C
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1 (10% 1-6)	1	1-12
ARMOR CLASS:	4	0	4
MOVEMENT:	12	12	12
HIT DICE:	7+7	8	8
THAC0:	13	13	13
NO. OF ATTACKS:	3	3	1 weapon
DAMAGE/ATTACK:	3-6/3-6/3-10	3-6/3-6/3-10	2-12 + 7
SPECIAL ATTACKS:	Surprise	Nil	Nil
SPECIAL DEFENSES:	Regeneration	See below	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (9′ + tall)	L (10′ tall)	L (10′ + tall)
MORALE:	Fanatic (17-18)	Champion (15-16)	Fanatic (17-18)
XP VALUE:	1,400	1,400	1,400

Desert Troll

Desert trolls are usually tan, though chameleon-like changes from bleached sand to rock or mottled brown have been known. Except as noted below, they conform to the general characteristics of normal trolls, including the ability to regenerate most damage.

Combat: Desert trolls can modify their color from a bleached tan to a mottled rock brown, causing a −2 penalty to opponents' surprise rolls. Their keen senses and stealthy animal cunning reduces their chance of being surprised to 1 in 10. They have a particularly keen sense of smell.

Like normal trolls, the desert variety usually attacks with two claws and a bite.

Desert trolls are immune to normal fire, heat, and cold. They do not regenerate acid damage or damage from magical fire (or fire breath weapons). In addition, they suffer damage from normal water that cannot be regenerated. Normal water inflicts 1d4 points of damage per vial, 2d4 points per flask, and 4d4 points per skin. A *decanter of endless water* aimed directly at a desert troll (successful attack roll required) completely obliterates a desert troll at a rate of 25 points per round. Purified water (including holy/unholy water) causes double damage, and a *sweet water* potion slays a desert troll instantly unless a saving throw vs. poison is successful, in which case the troll still receives 6d6 points of damage from the *sweet water* potion. Needless to say, a desert troll rarely remains in the area when this weakness is discovered by a potential meal.

Habitat/Society: As mentioned before, desert trolls are solitary; they have never been sighted in alliance with any other creature. They are incredibly arrogant and completely untrustworthy.

Ecology: These trolls live in desert areas, in rocky caves, or sandy burrows. They are tougher and more tenacious than their more common counterparts, but are (fortunately) more solitary. They skulk at the edges of settled areas, waylaying occasional travelers and polluting sources of pure water (which they despise).

Spectral Troll (Troll Wraith)

Spectral trolls, or troll wraiths as they are sometimes known, are extremely nasty but rare. Taking material form only in darkness, they are tormented by the memory of life. They try to slay all living creatures that they encounter.

Spectral trolls resemble normal trolls in all respects except color. The jet black skin and hair of a troll wraith make them easily distinguishable from normal trolls (providing adequate light is available, and assuming the characters know a troll is supposed to be green, of course).

Troll wraiths are only slightly taller than their normal cousins, again making the differences between them difficult to discover immediately.

Combat: Spectral trolls have the same attacks as regular trolls and can divide them up among many different opponents. It requires a silver or magical weapon to affect them, making the final disposition of a spectral troll an even trickier prospect. Like all normal trolls, spectral trolls regenerate at a rate of 3 points per round, and can reattach severed limbs with no loss of function. They are likewise susceptible to fire and therefore cannot regenerate damage from fire-based attacks.

Being partially undead, spectral trolls can be turned by priests as though they were spectres. Fortunately, troll wraiths cannot drain energy levels from their victims.

It has recently been noted that humans slain by a spectral troll become spectral trolls themselves in three days, unless a proper burial ceremony is performed (by a priest of the victim's own religion, of course).

Habitat/Society: Spectral trolls vanish in direct sunlight. They do not take damage from sunlight; they merely fade from existence and reappear at the same spot at nightfall.

It is speculated that the troll wraith shifts involuntarily to the Ethereal plane, as even captured, temporal stasised, or unconscious spectral trolls have escaped permanent imprisonment to the disbelief of their captors. No one has yet captured a spectral troll long enough for the event to be actually witnessed.

Fortunately, spectral trolls are always encountered individually, since they attack anything, including each other.

Ecology: There has been much speculation about the origin of spectral trolls. Some sages maintain that the spectral troll is simply a magical variant of normal troll, and they point to its lack of

a negative material bond (i.e., no energy drain) as proof of their position.

However, others maintain that the lack of an energy drain is no proof that the troll wraith is not undead, as many admittedly undead creatures possess no such attack. They point to the skeleton, zombie, and even the lich as prime examples of their position.

Few believe that the troll wraith is a magical cross-breed, created by some mad wizard for his evil pleasure, as it is obvious to all that the solitary and belligerent nature of the creature makes it useless as a guardian or even as an assassin. If it was an experiment, they agree, it was certainly a failed one.

There is new speculation that the troll wraith is not undead at all, but is in fact the product of some powerful curse gone awry. New information from dubious sources also seems to link the fate of the troll wraith to that of the mysterious shades, rumored to dwell on the plane of Shadow.

In any case, the ecology and nature of the spectral troll, or troll wraith, is an active topic for debate among the many retired adventurers and sages-for-hire dwelling throughout Greyhawk. The actual truth behind the suspicions, allegations, and suppositions may never be known.

Giant Trolls

Giant Trolls are hideous hill giant/troll crossbreeds. They resemble normal trolls in all respects, except for their unnatural size. Their skin is red-brown and they have red-rimmed eyes.

Combat: Despite their pot-bellied appearance, giant trolls are immensely strong and inflict damage like a hill giant when they are using their favorite means of attack (a large spiked club made from a tree trunk or house timber). These clubs cause 2d6 points of damage, plus an additional 7 points for Strength bonuses.

In those rare instances when a giant troll has no weapons, its vicious claws are capable of causing great damage as well. Each successful attack inflicts 1d6+1 points of damage; as with all trolls, the claw attacks can be divided up among different opponents as necessary.

Instead of using their claws to attack, weaponless giant trolls are more likely to grab medium-sized prey in their large hands and wield the struggling victim like a club and beat both him and a new target with the body. Refer to the rules on hand-to-hand combat in the *Dungeon Master's Guide* for guidelines.

Giant trolls who are being overwhelmed by many small and medium opponents take time to grab and hurl warrior-types off into the nearby trees, leaving more time to deal with the softer, weaker enemies. Note that, like hill giants, giant trolls can catch missiles 25% of the time, if in reach, and can hurl boulders capable of causing 2d8 points of damage when they strike.

Unlike normal trolls and their offshoots, giant trolls never attack with their bite attack. This is probably due to the fact that they are usually much taller than the meals they like best (humanoids, of course), and they find it difficult to bend forward with the kind of flexibility normal trolls enjoy. Also, the head of a giant troll, more than any other part of the cross-breed anatomy, is almost identical to that of a hill giant, except that the skin is red-brown. Therefore, the giant troll also lacks the razor sharp teeth normal trolls are feared for.

Giant trolls regenerate damage as normal trolls, but at the rate of 2 hit points per round. They cannot reattach severed limbs.

Before a giant troll can be killed, at least 10 points of damage must be inflicted on it by fire. If this condition is not met and the giant troll is reduced to a single hit point, any further damage on it has no effect save to negate regeneration.

They have a very acute sense of smell and 90-foot infravision.

Habitat/Society: Giant trolls are greatly feared throughout the world, for not only do they possess the horrible ability to regenerate damage inflicted upon them, but they also possess the power and strength of hill giants (fearsome in their own right). The combination is a deadly one, and even worse, giant trolls travel in loose tribal bands of 1d12 members. They are rarely encountered alone.

Lairs of giant trolls are always served by 2d6 normal trolls, who act as simple lackeys (and sometimes food) for their larger cousins.

Ecology: Giant trolls are found in nearly every clime. Giant trolls have no known blood enemies, but most intelligent races avoid them at all costs, often going to great lengths to rid an area of giant trolls in advance of colonization or exploration.

Giant trolls are on good terms with strong hill giant tribes, for which they serve as elite personal guardians for the ruling chief.

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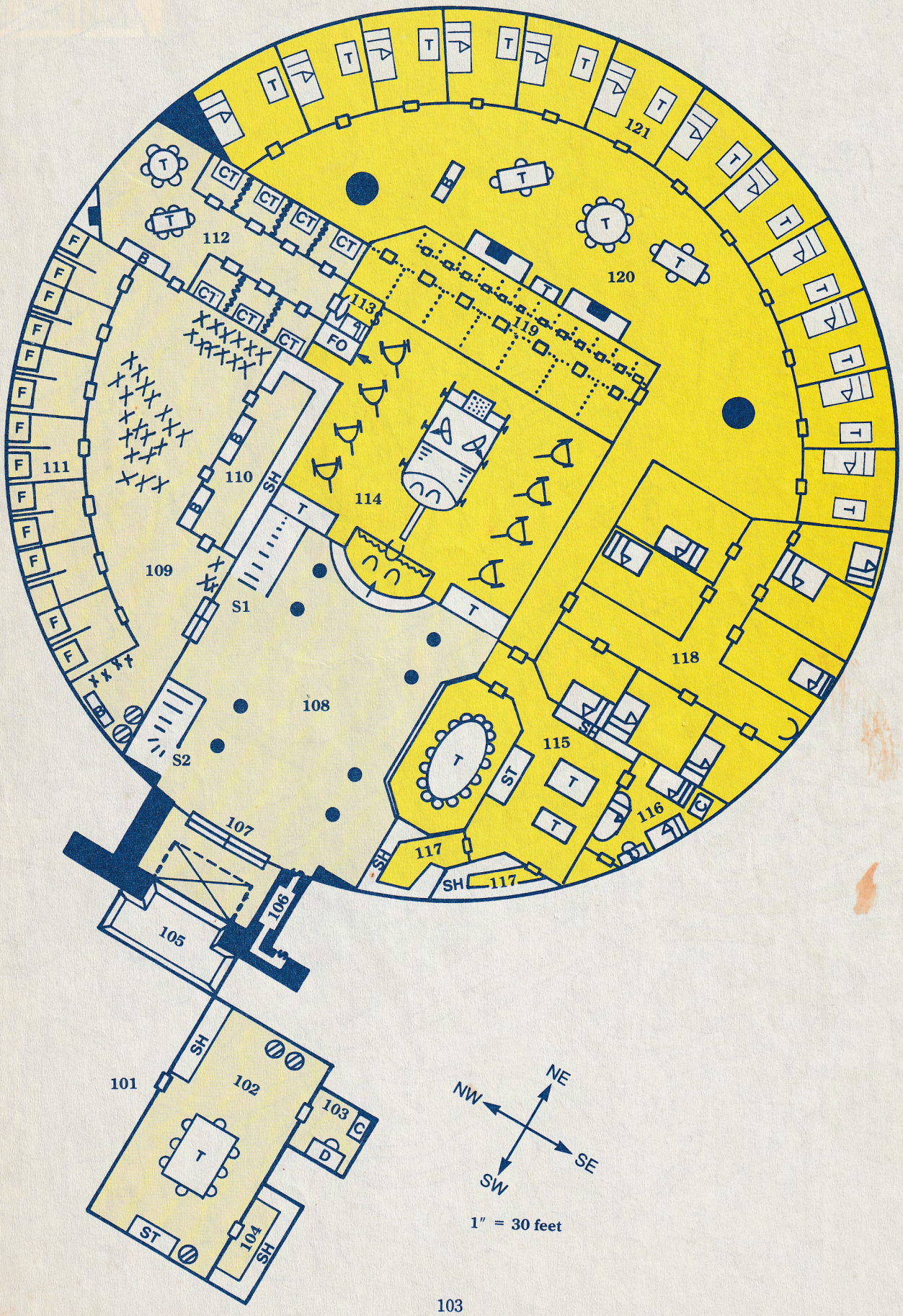
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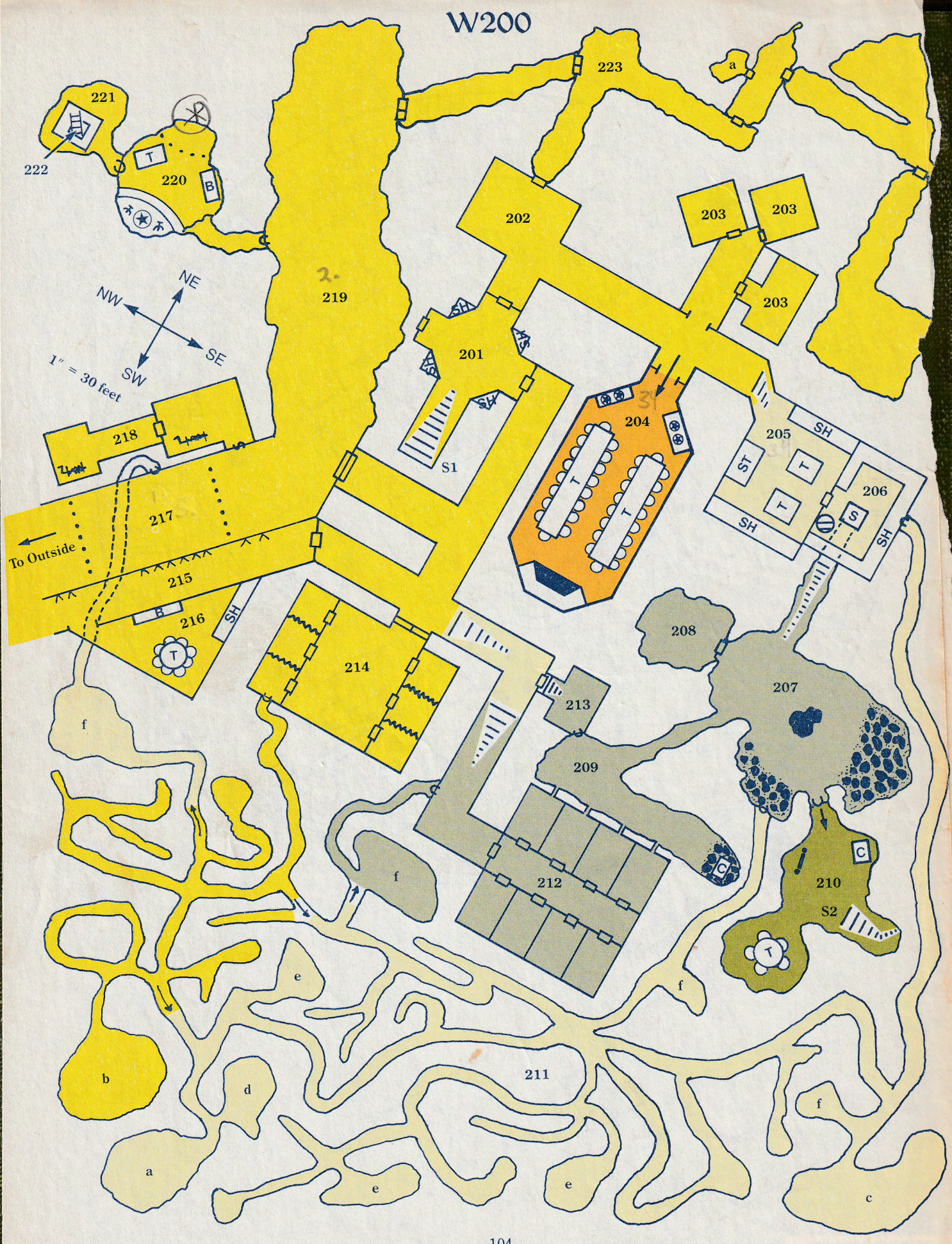
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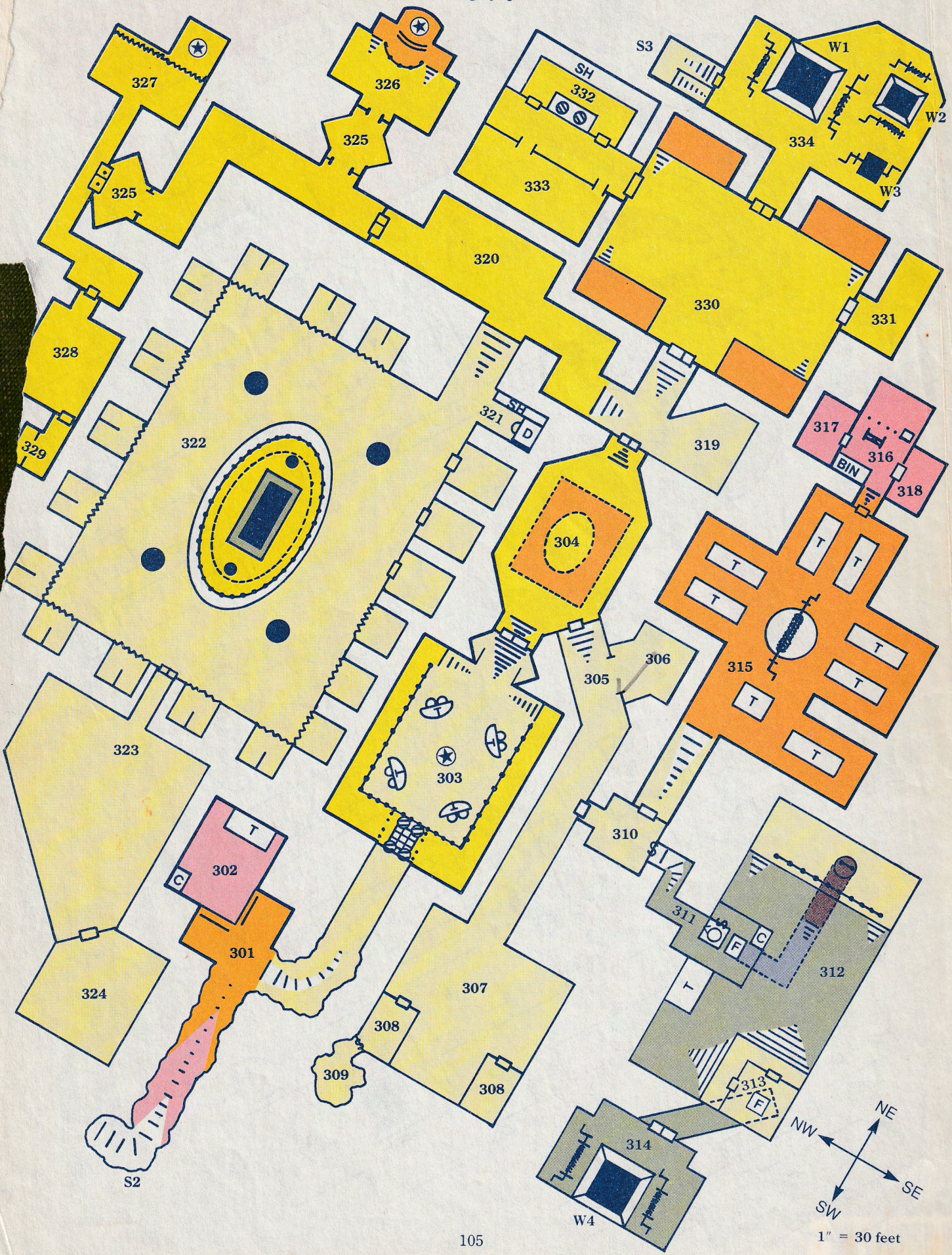
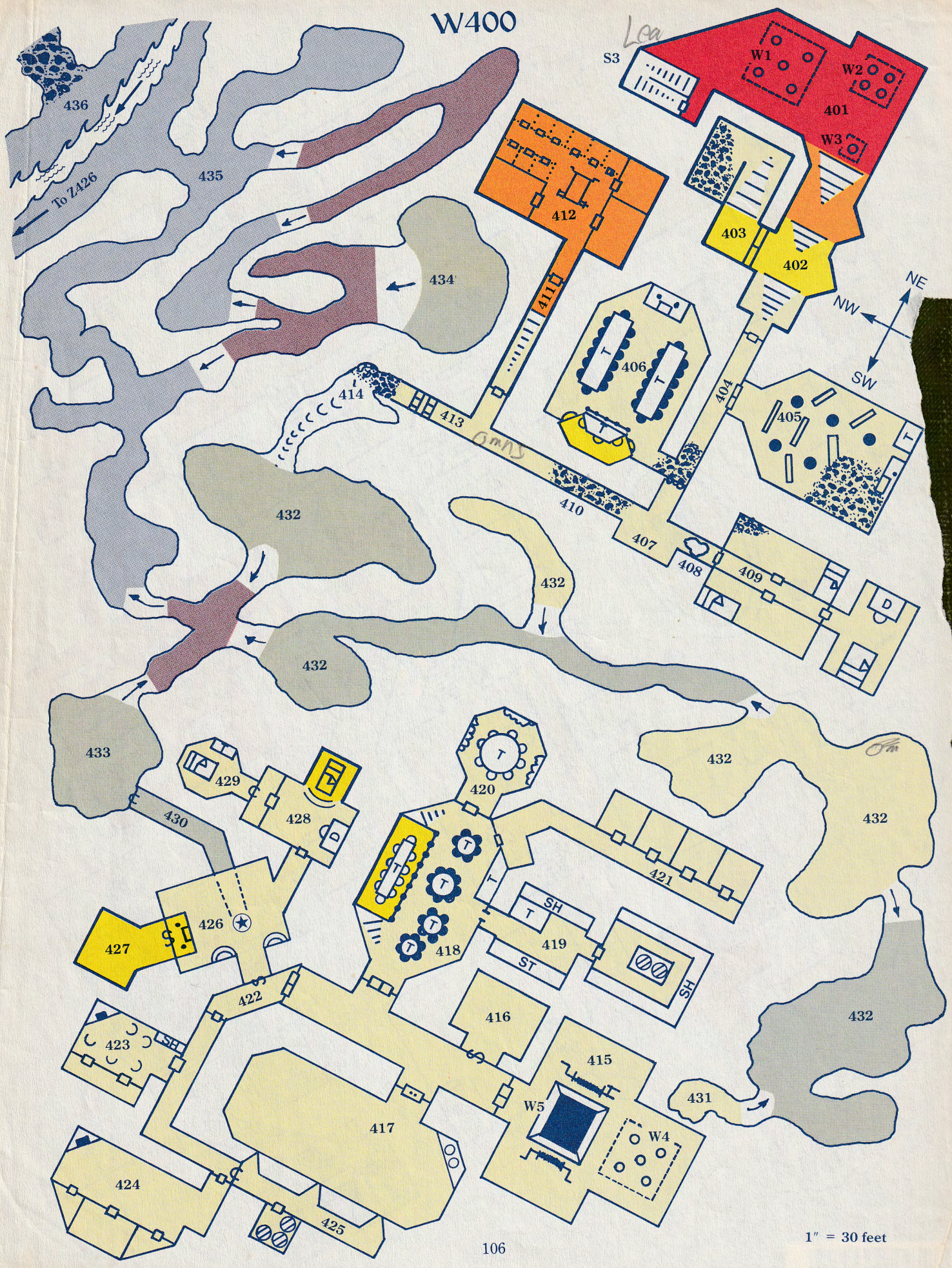
c

W300

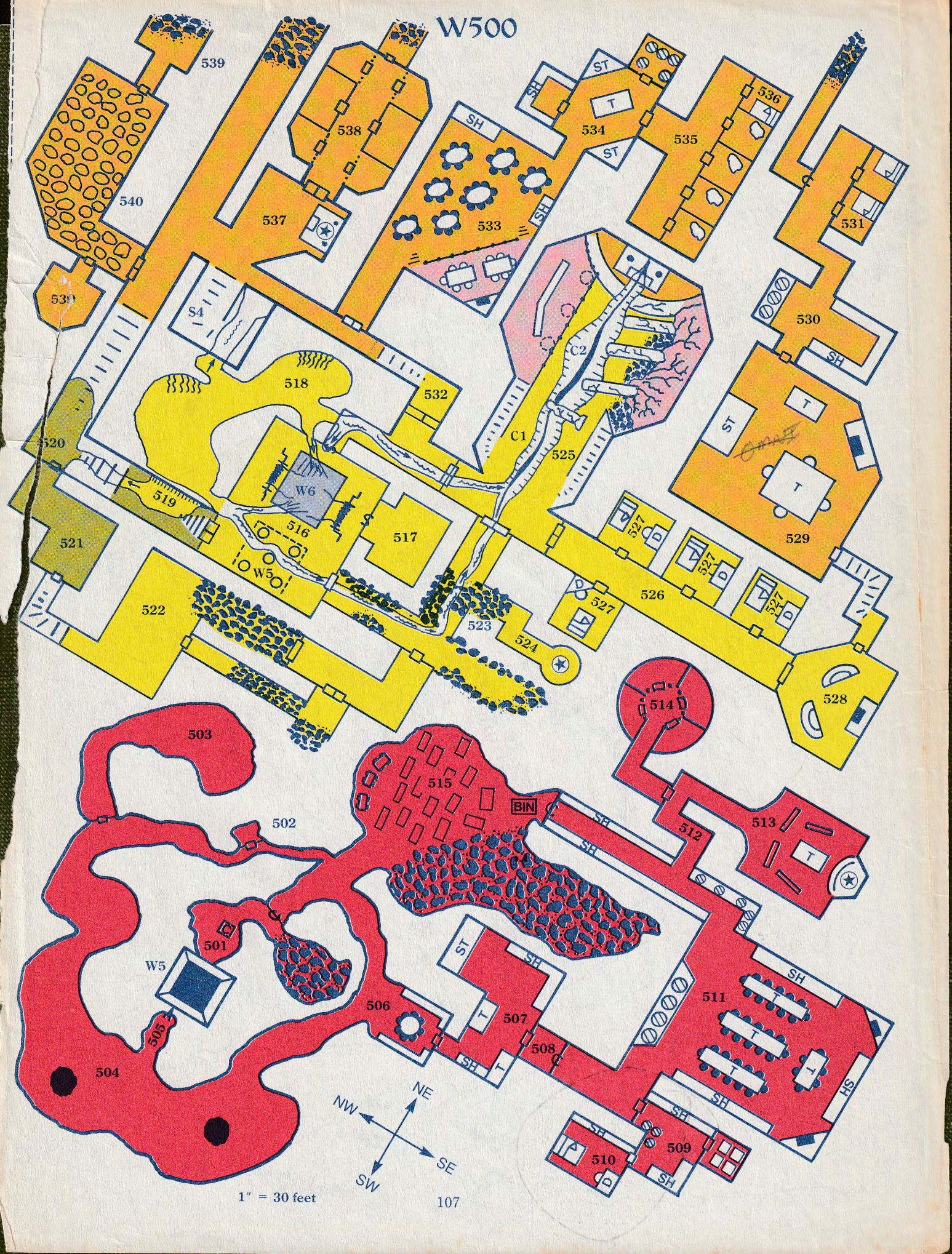


1″ = 30 feet

W400



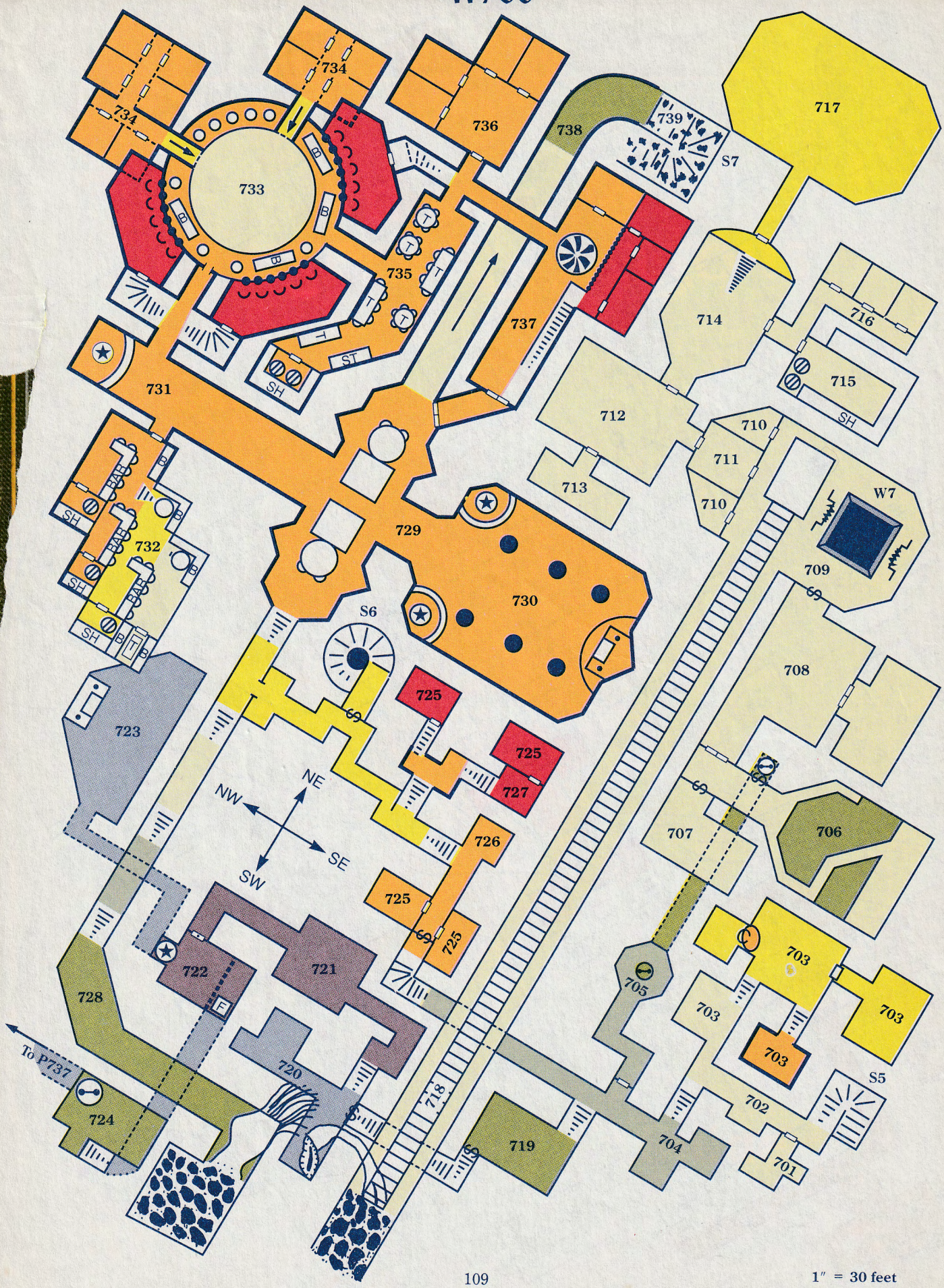
S3
W1
W2
W3
401
402
403
404
405
406
407
408
409
410
411
412
413
414
415
416
417
418
419
420
421
422
423
424
425
426
427
428
429
430
431
432
433
434
435
436
To Z426
NE
NW
SW
SH
ST
T
D
W4
W5
1″ = 30 feet


W500
539
538
540
537
533
534
535
536
531
530
529
528
527
526
525
524
523
522
521
520
519
518
517
516
515
514
513
512
511
510
509
508
507
506
505
504
503
502
501
S4
C1
C2
W5
W6
BIN
ST
SH
T
HS
NE
NW
SE
SW
1" = 30 feet

W600

NE
NW
SE
SW
1" = 30 feet
612
611
613
610
SH
609
607
606
T
614
605
S5
615
608
604
618
617
603
S
C
616
S4
C2
601
621
619
C1
624
602
W6
620
623
ST
622

W700

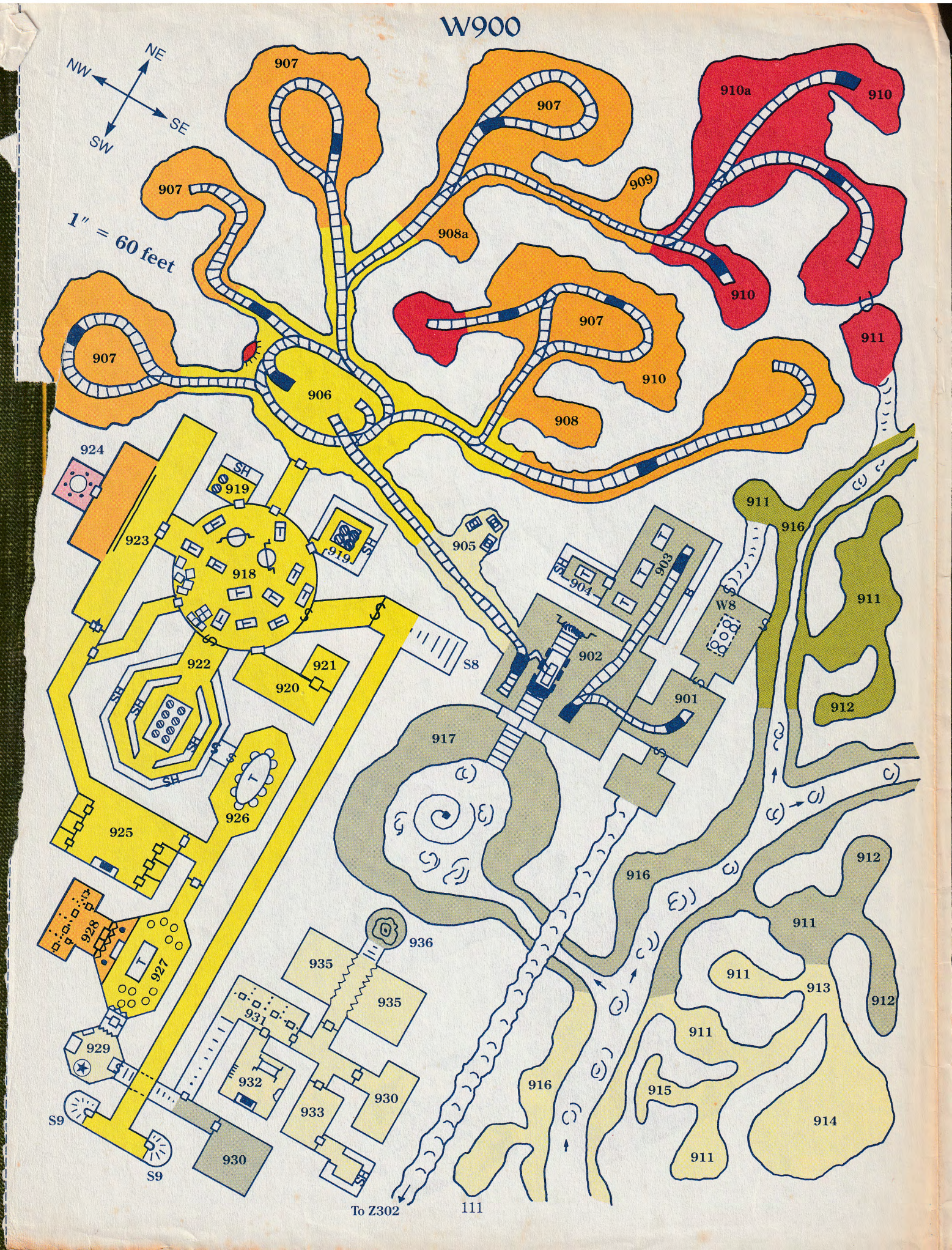


1″ = 30 feet

W800

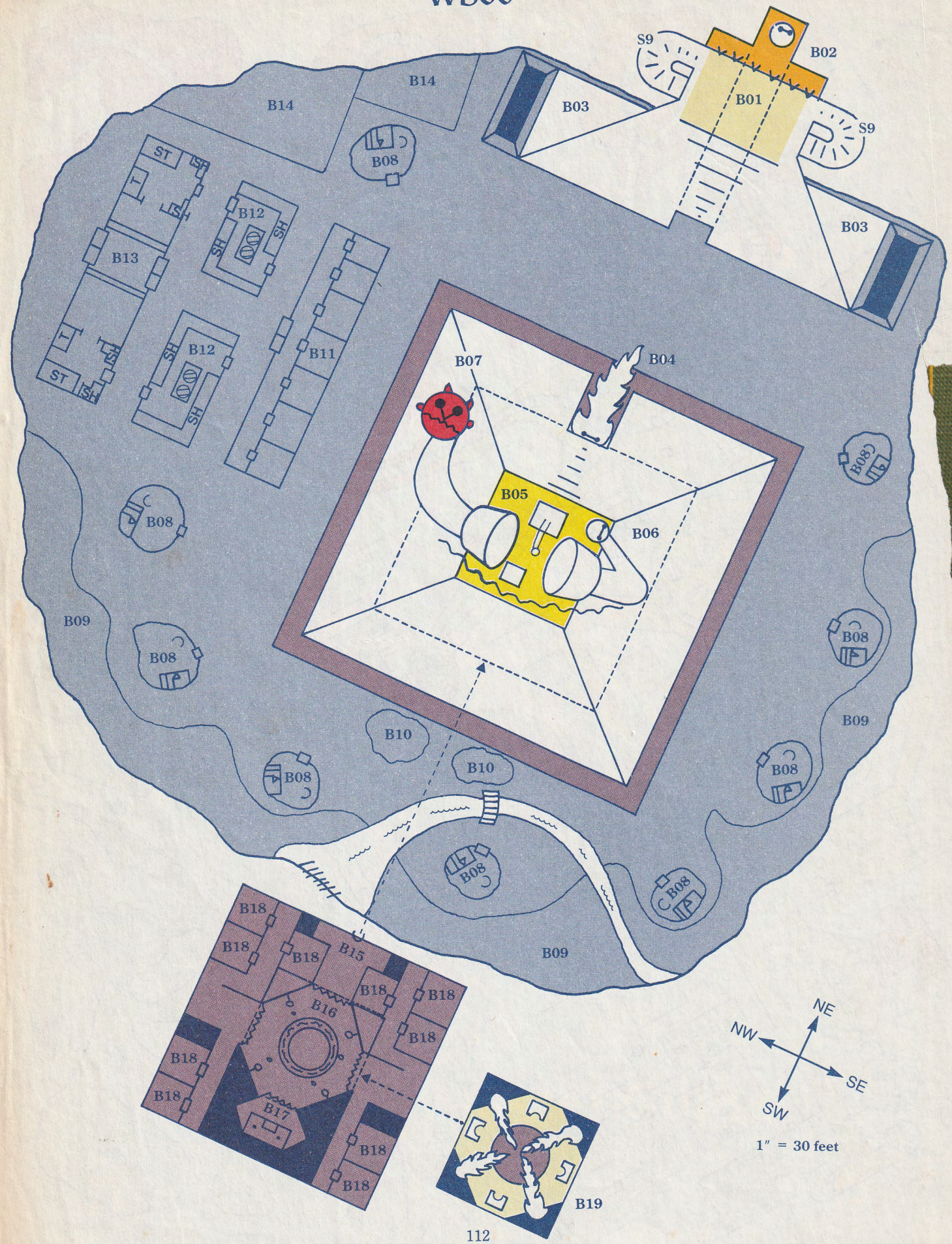
NE
NW
SE
SW
1" = 30 feet
818
817
846
847
849
848
810
812
845
844
815
819
809
811
843
813
814
821
839
838
808
840
816
816
842
834
835
S7
837
836
841
825
823
824
822
826
823
823
823
833
802
803
828
828
827
831
804
801
W8
W7
832
828
S8
805
S6
830
829
807
806
ST
SH
To Z640

W900

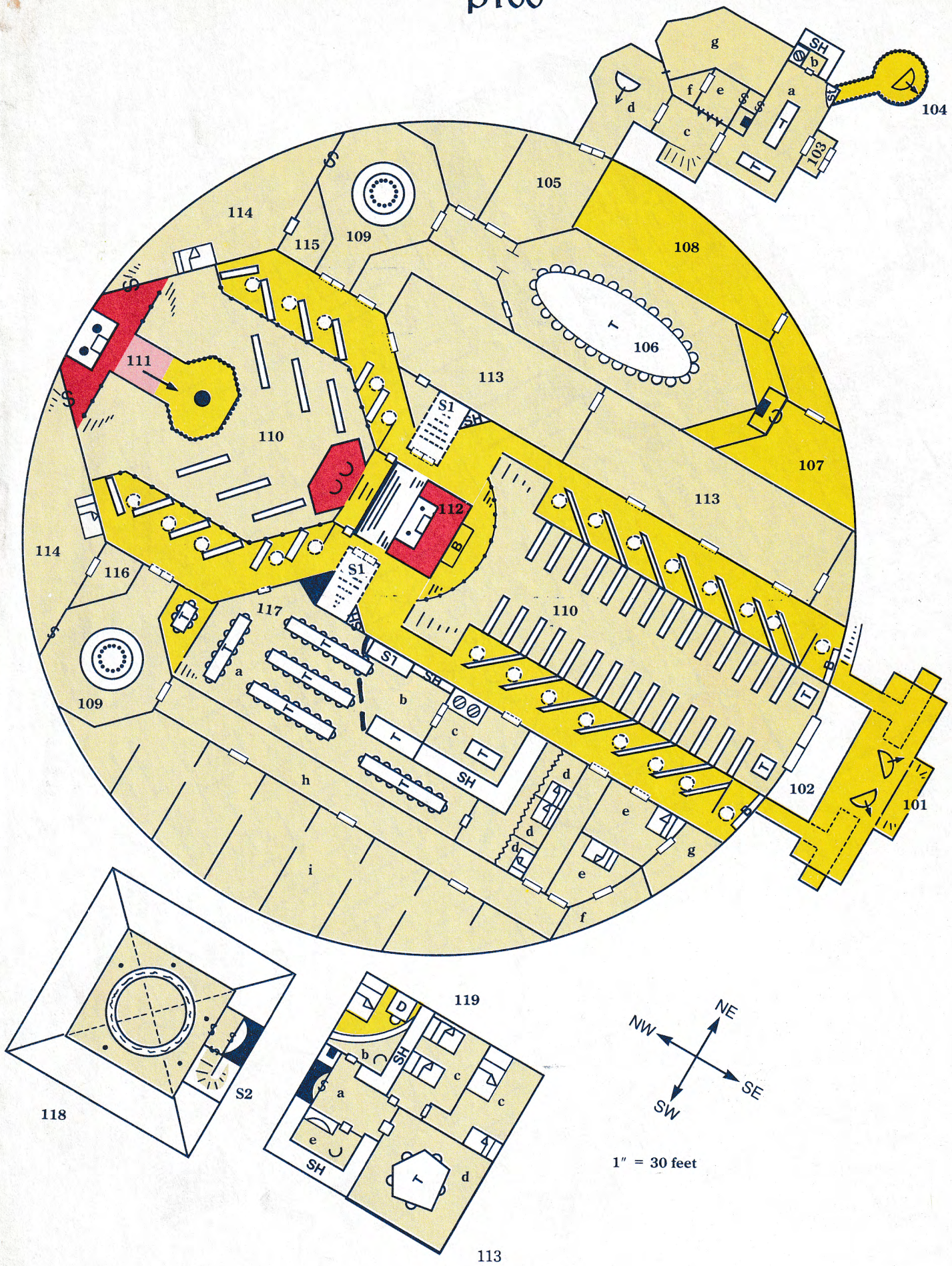


NE
NW
SE
SW
1" = 60 feet
907
907
907
907
907
908a
908
909
910a
910
910
910
911
911
911
911
911
911
911
912
912
912
913
914
915
916
916
916
917
918
919
919
920
921
922
923
924
925
926
927
928
929
930
930
931
932
933
935
935
936
901
902
903
904
905
906
W8
S8
S9
S9
To Z302

WB00

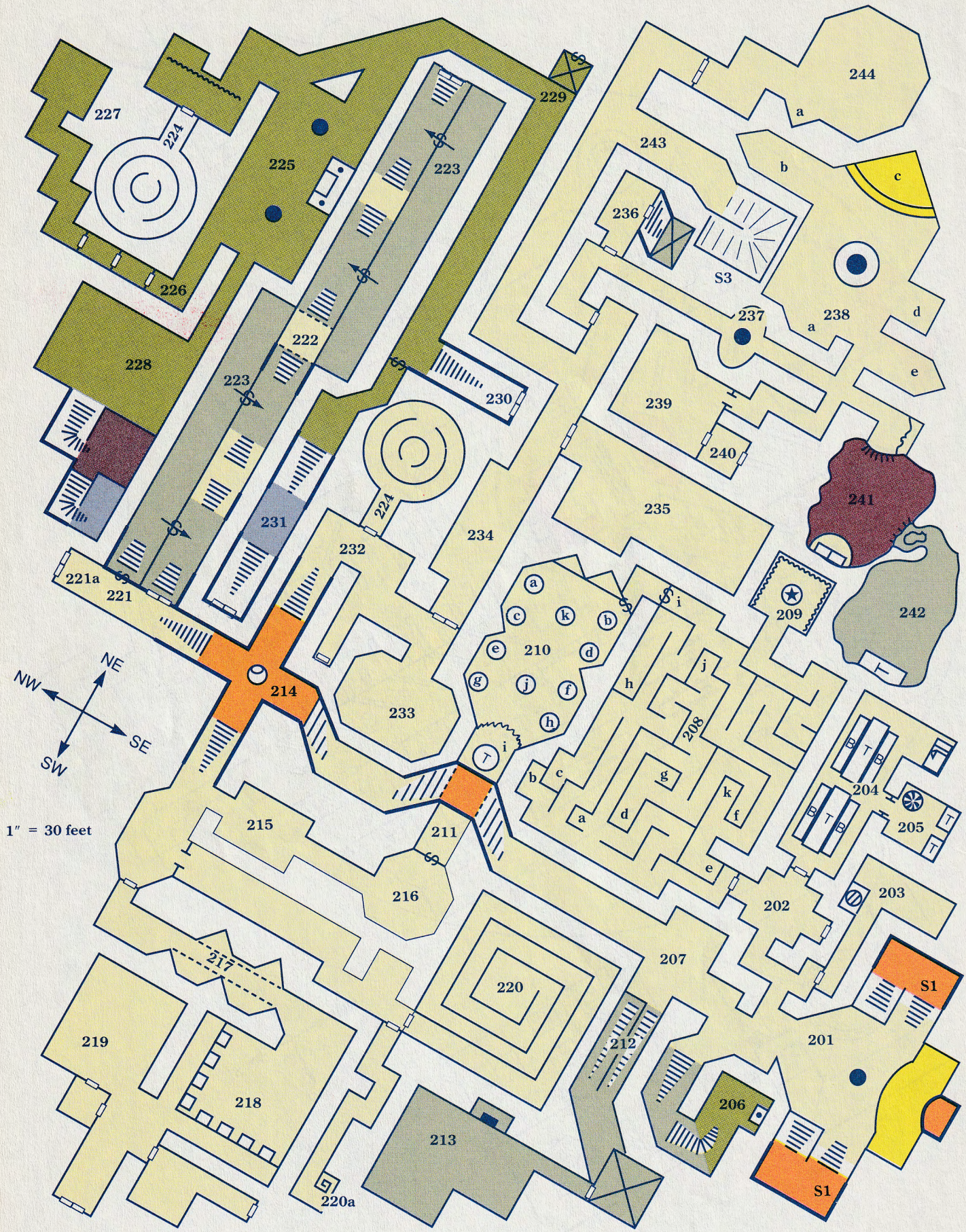


S9
B02
B14
B14
B03
B01
S9
B08
ST
SH
T
SH
B12
SH
SH
B13
B03
T
SH
B12
SH
B11
ST
SH
SH
B07
B04
B08
B05
B06
B08
B09
B08
B08
B09
B10
B10
B08
B08
B08
B08
B09
B18
B18
B18
B15
B18
B18
B16
B18
B18
B18
B17
B18
B18
B19
NE
NW
SE
SW
1″ = 30 feet



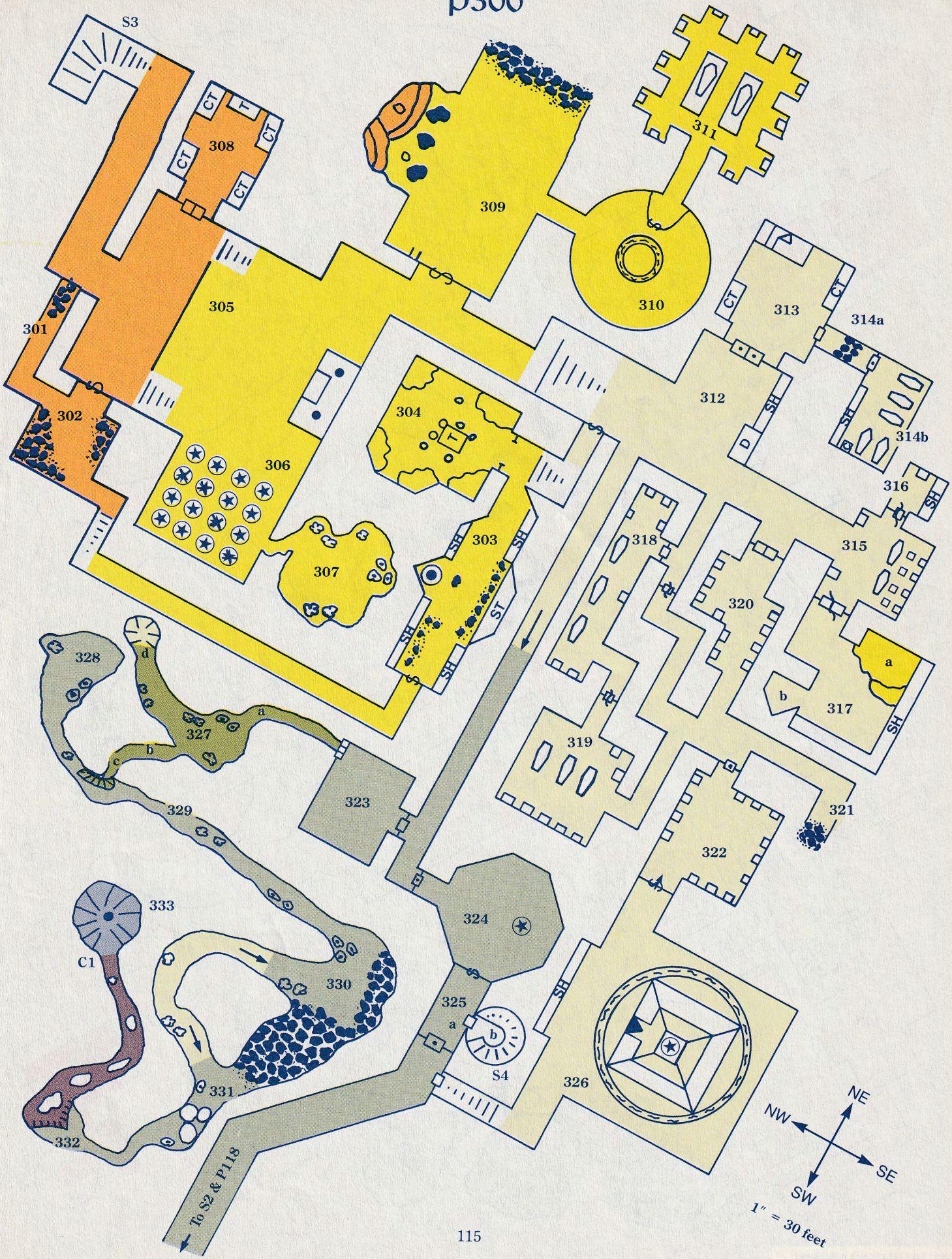
FOLD BEFORE TEARING

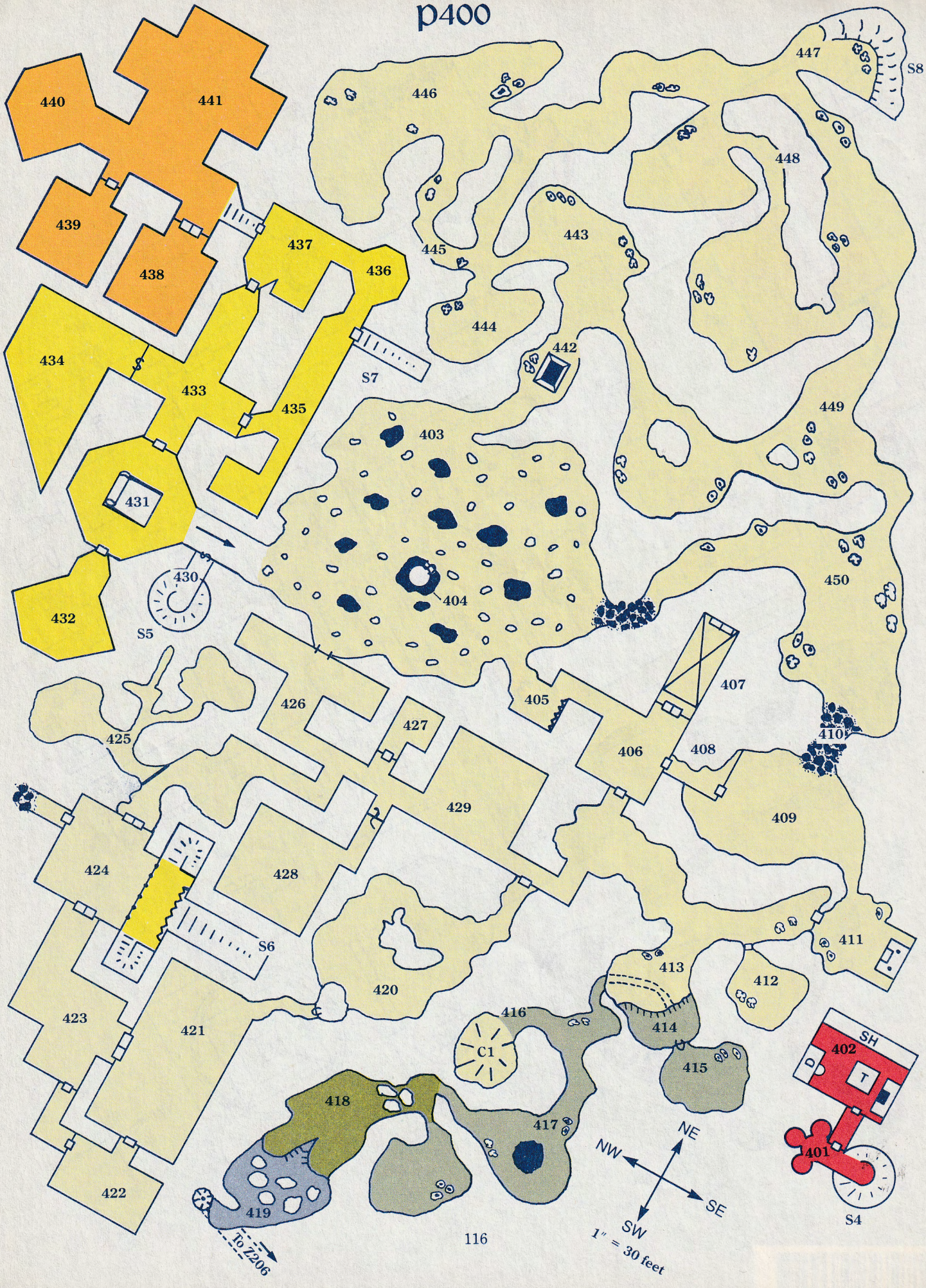
p200



FOLD BEFORE TEARING

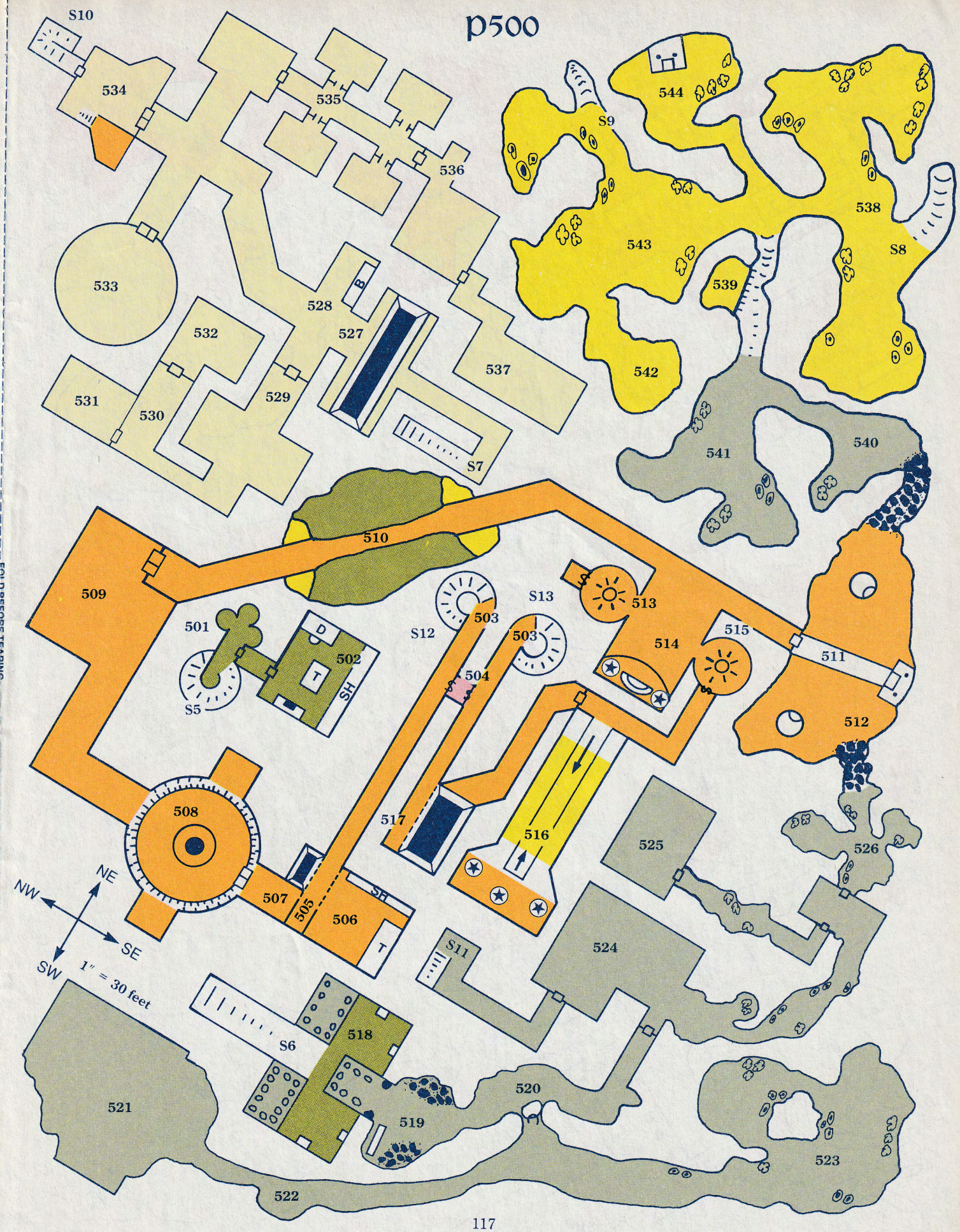
p300

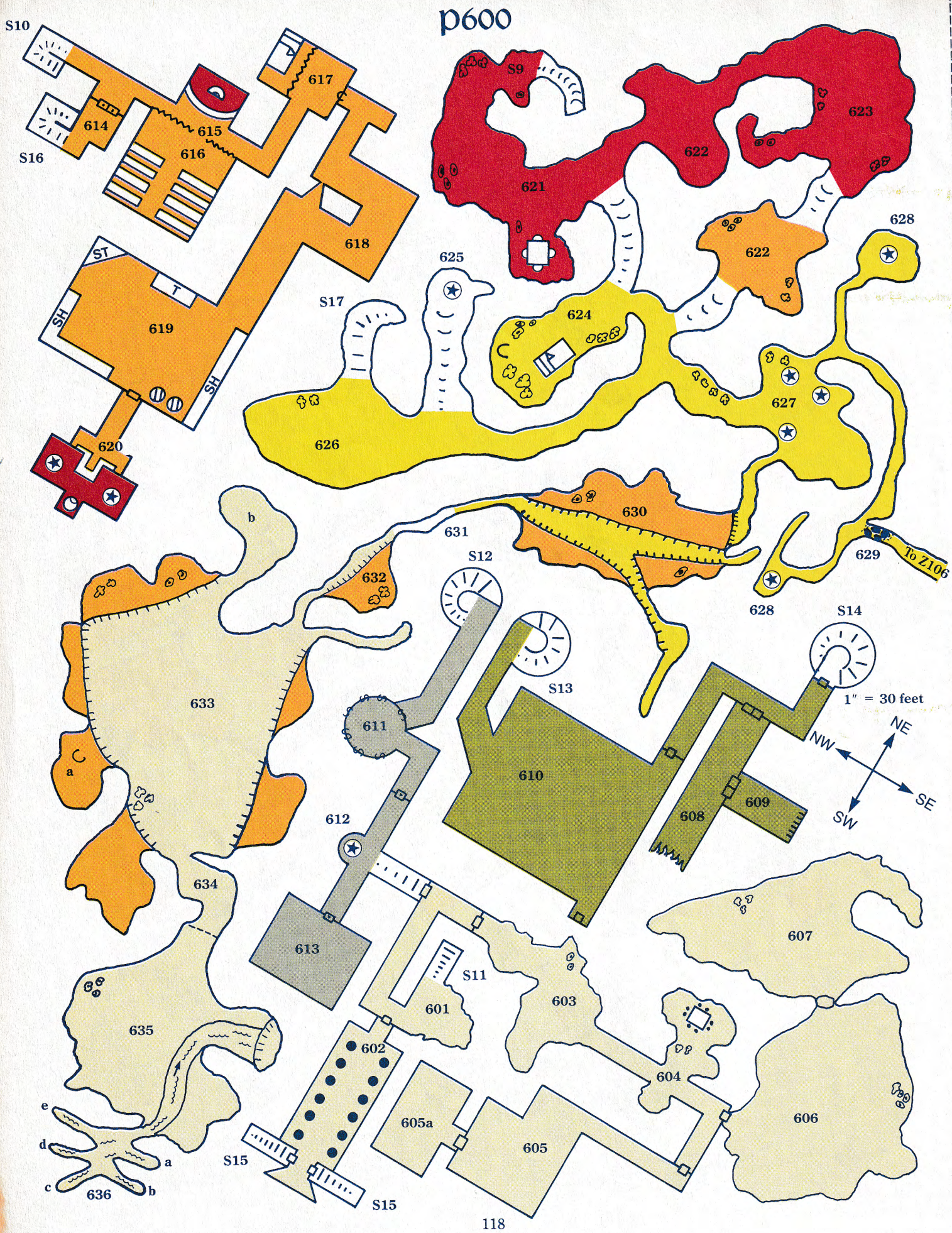

S3
308
CT
T
309
311
310
305
301
302
306
304
303
307
313
314a
312
314b
316
315
318
320
317
319
321
322
328
327
323
329
324
333
C1
330
325
S4
326
331
332
To S2 & P118
NE
NW
SE
SW
1" = 30 feet



FOLD BEFORE TEARING

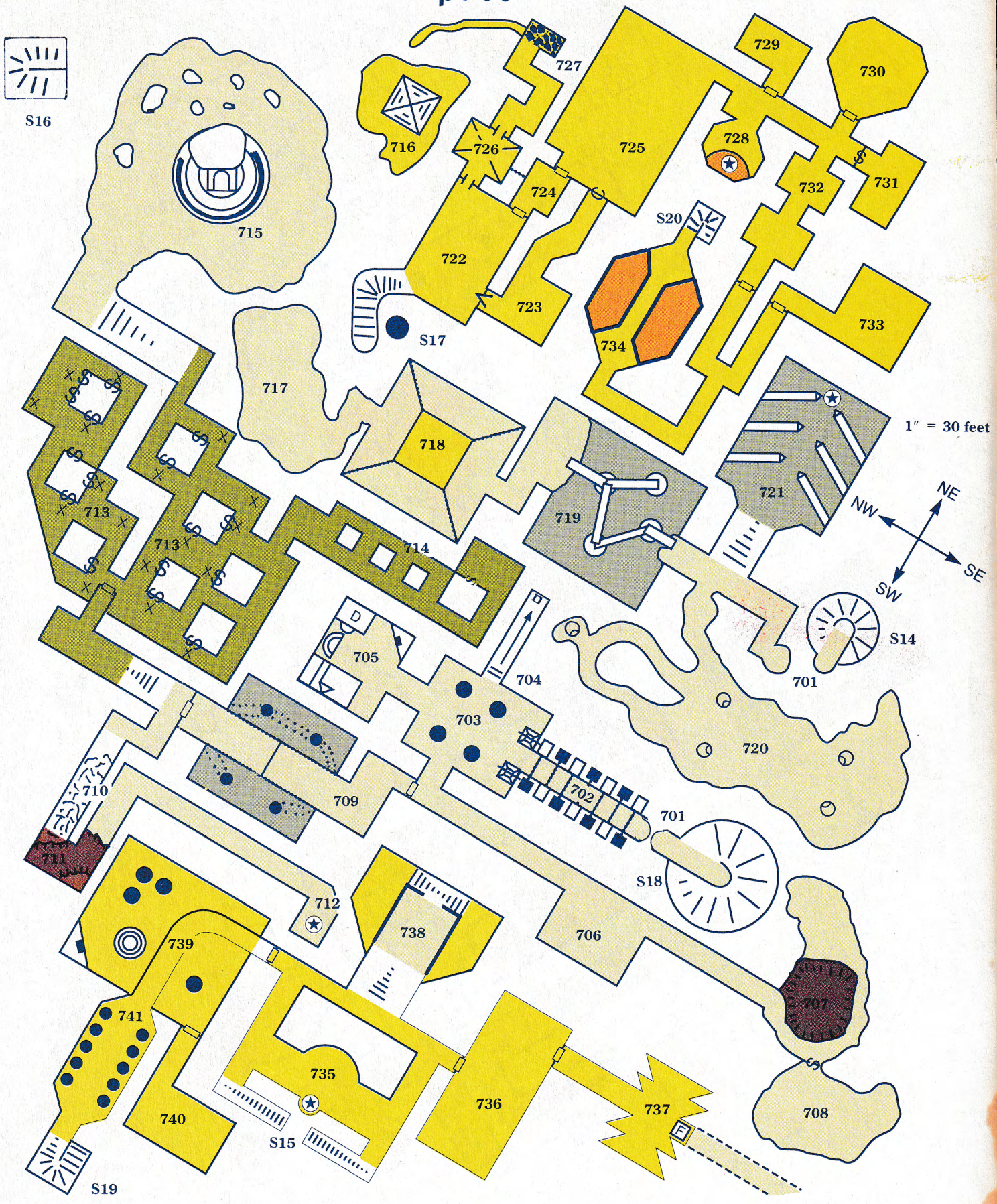
p500


S10
534
535
536
533
528
B
527
532
531
530
529
537
S7
544
S9
538
543
S8
539
542
541
540
510
509
501
D
T
SH
502
S5
S12
503
S13
503
513
514
515
511
504
512
508
517
516
525
526
507
505
506
SH
T
524
S11
NE
NW
SE
SW
1" = 30 feet
S6
518
521
520
519
523
522



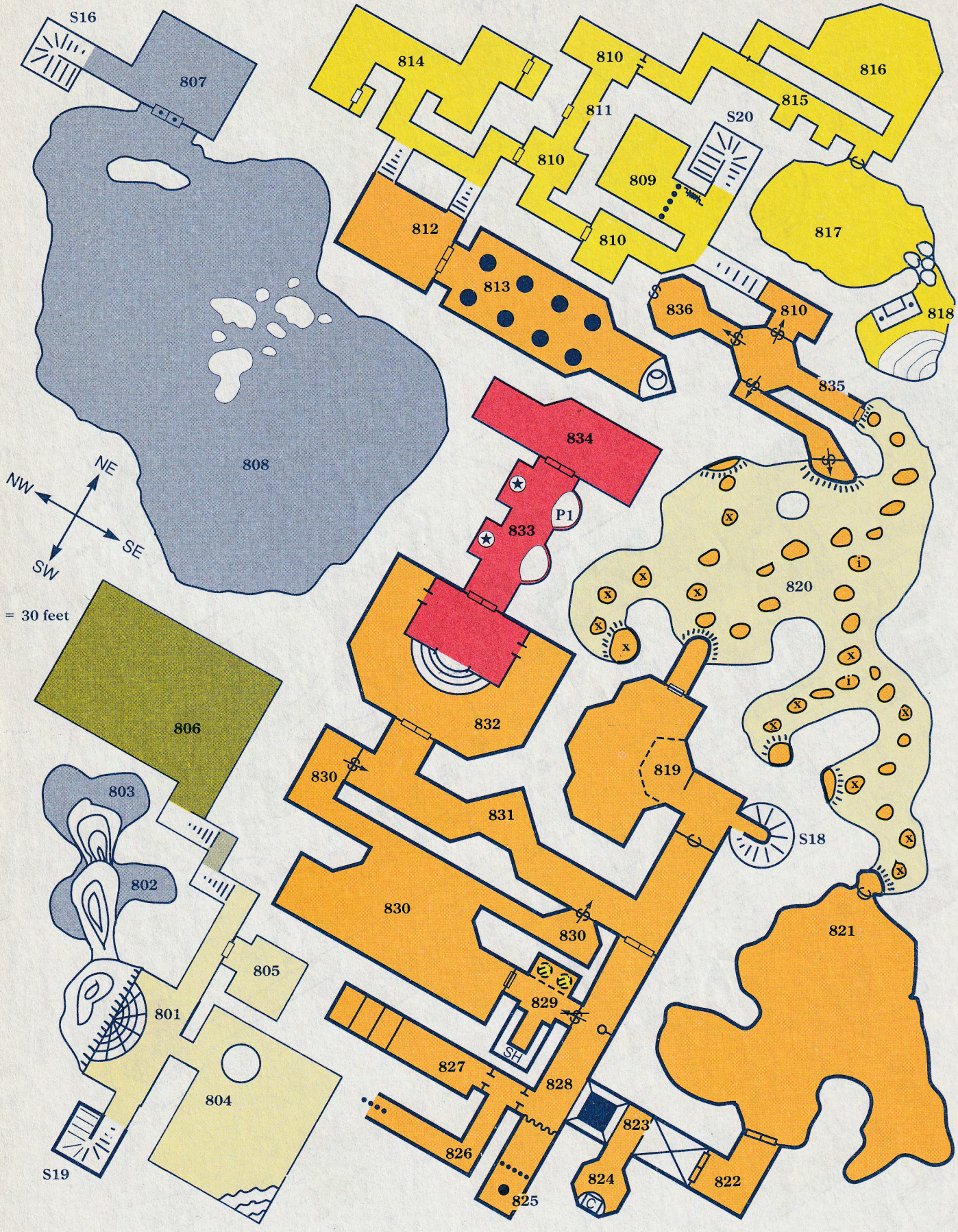
FOLD BEFORE TEARING

p700



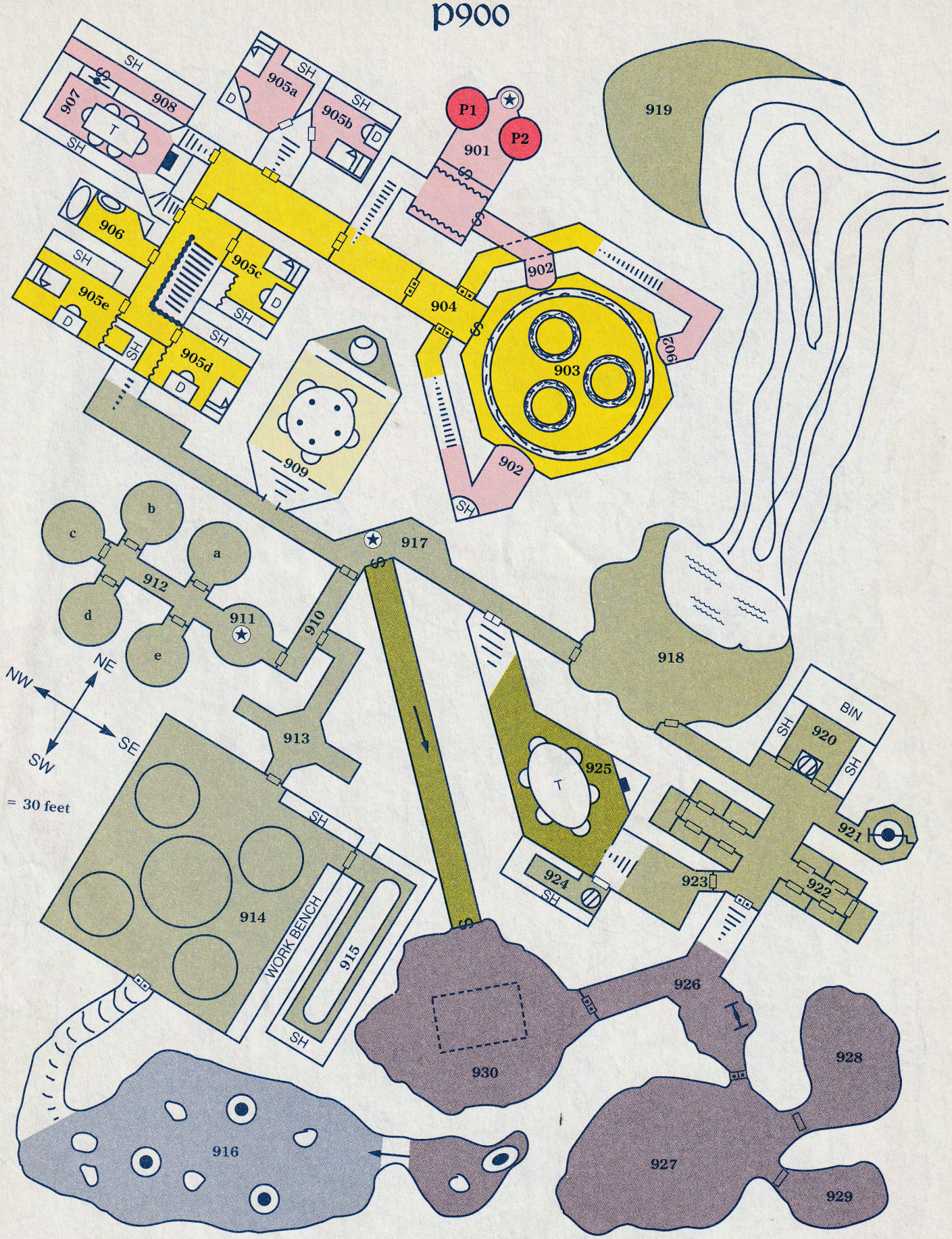
FOLD BEFORE TEARING

p800



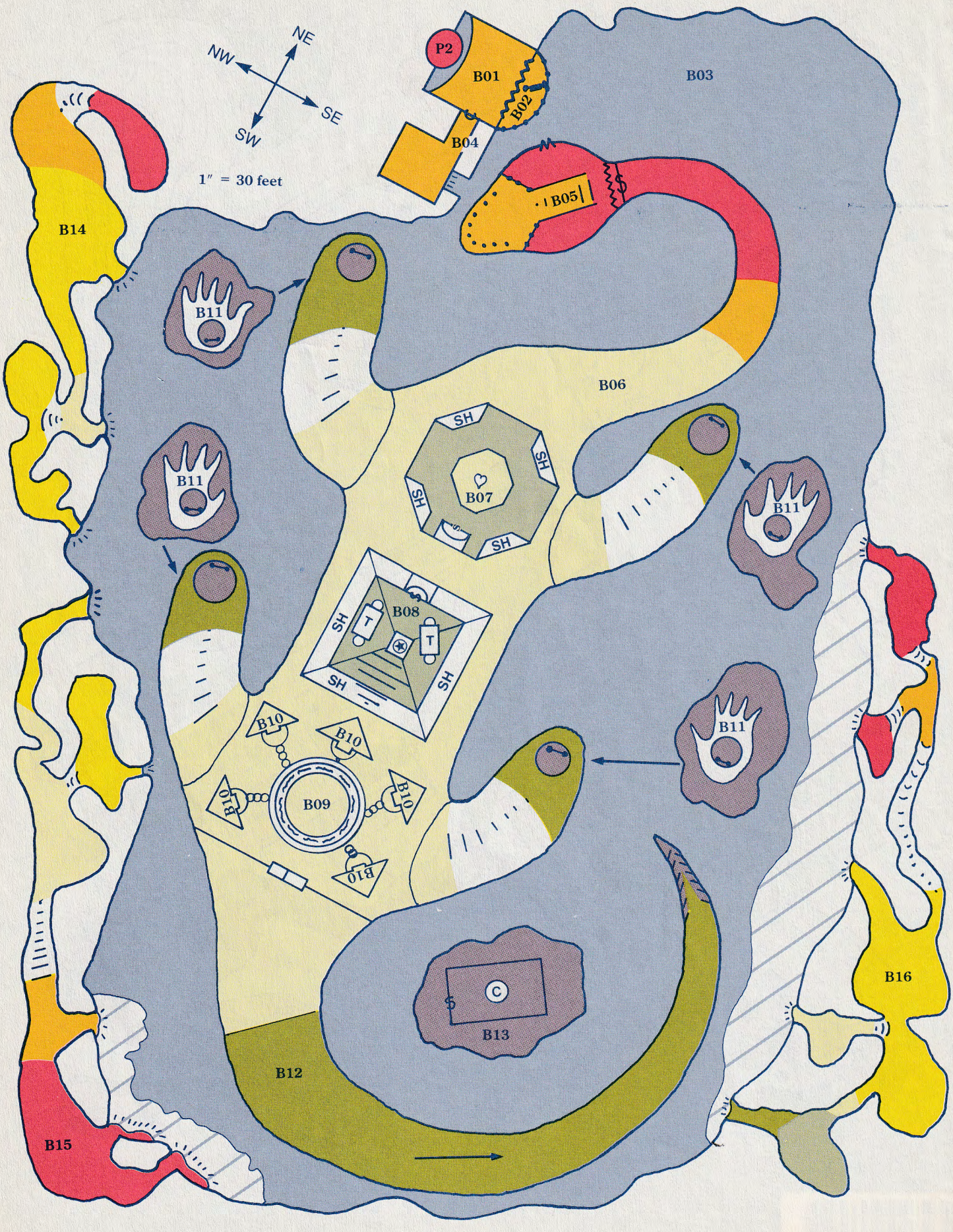
FOLD BEFORE TEARING

p900



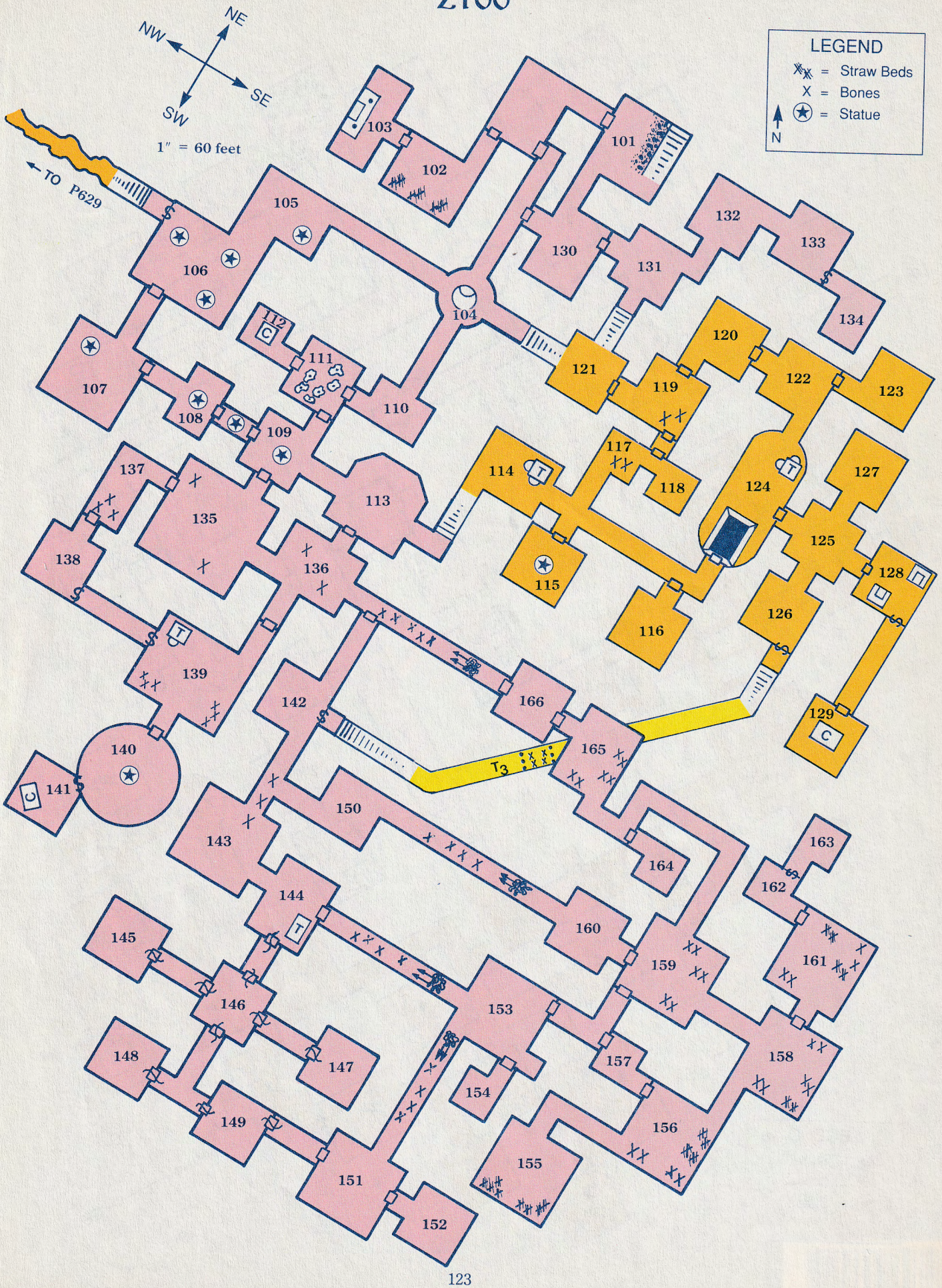
FOLD BEFORE TEARING

pB00



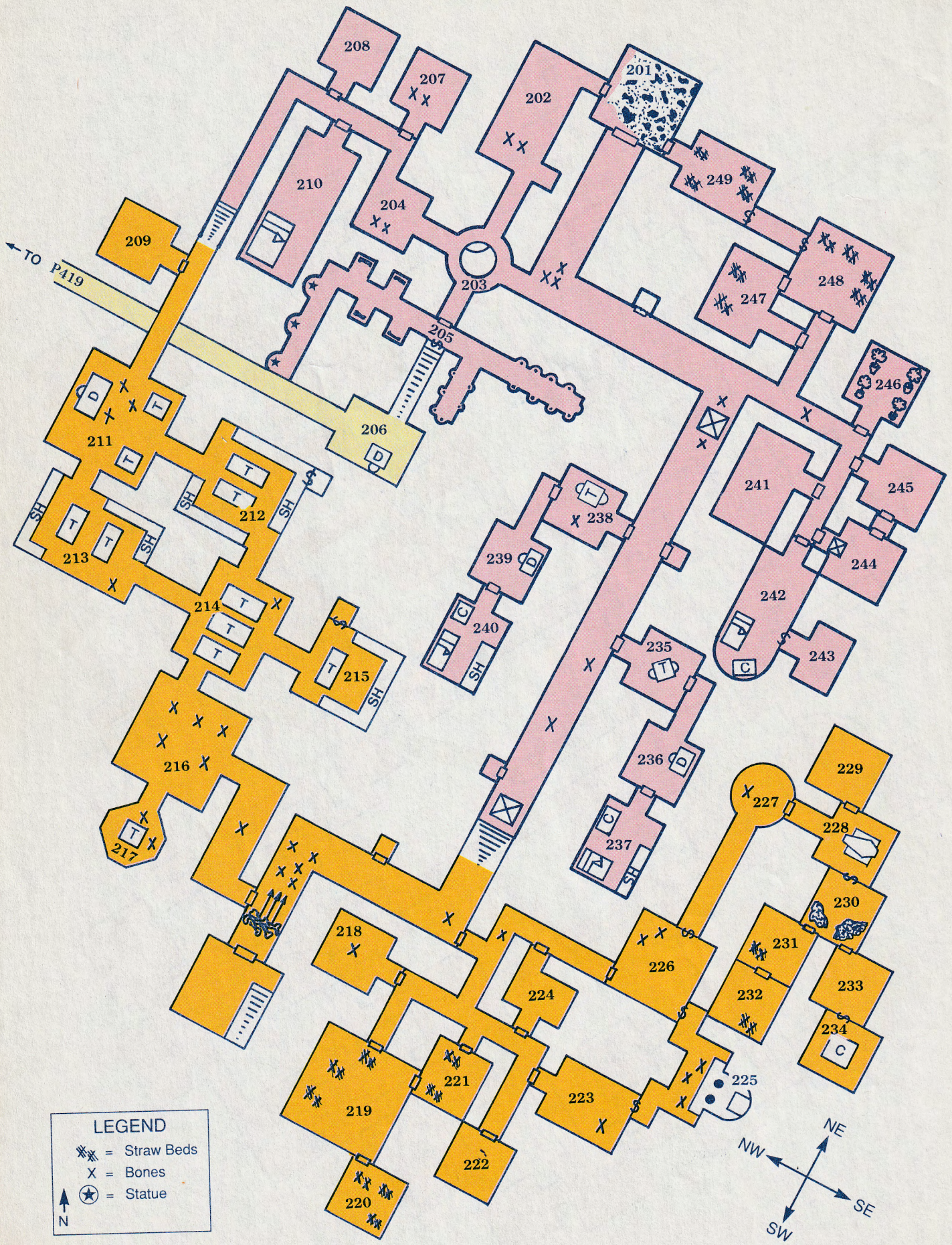
FOLD BEFORE TEARING

Z100



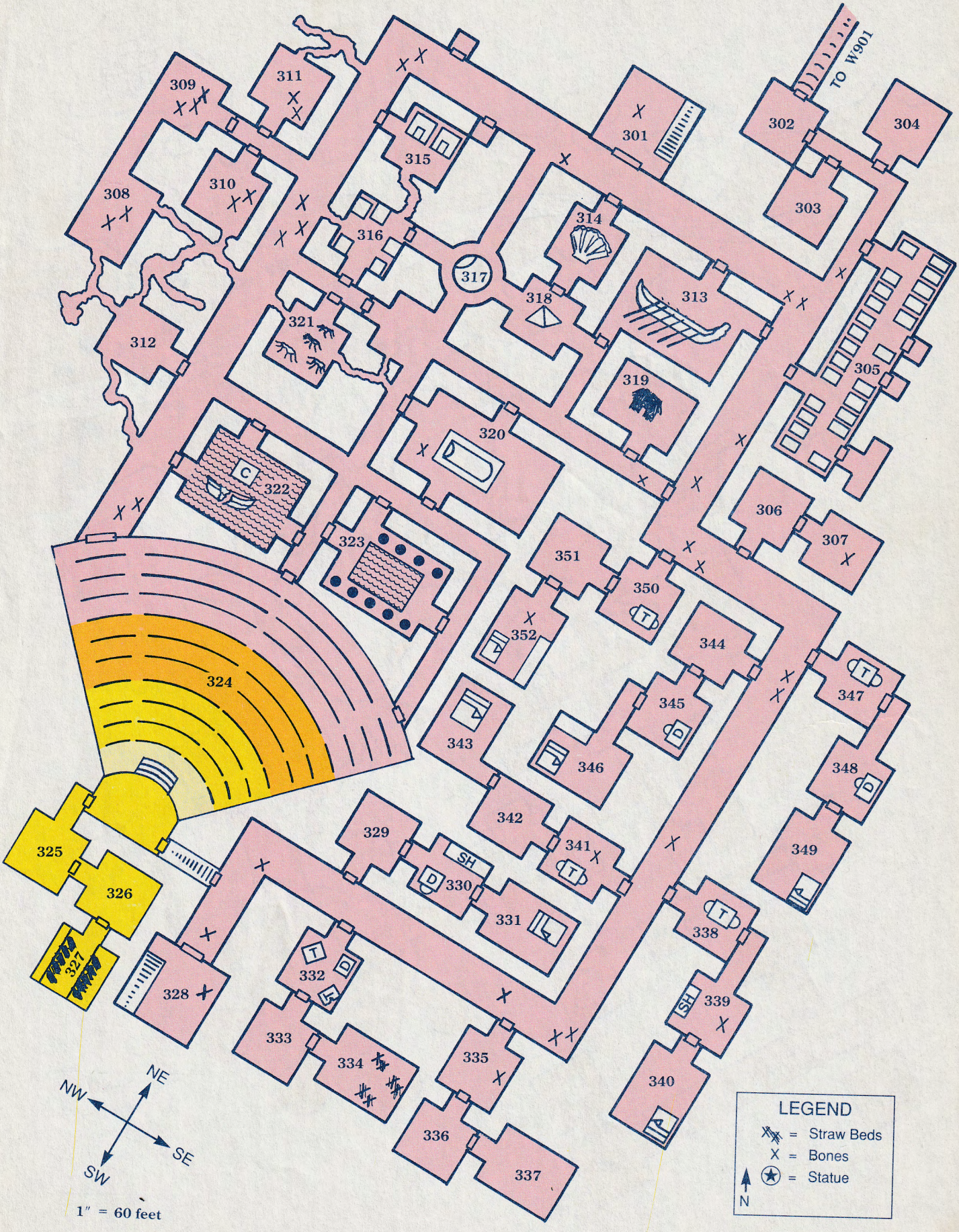
FOLD BEFORE TEARING

Z200



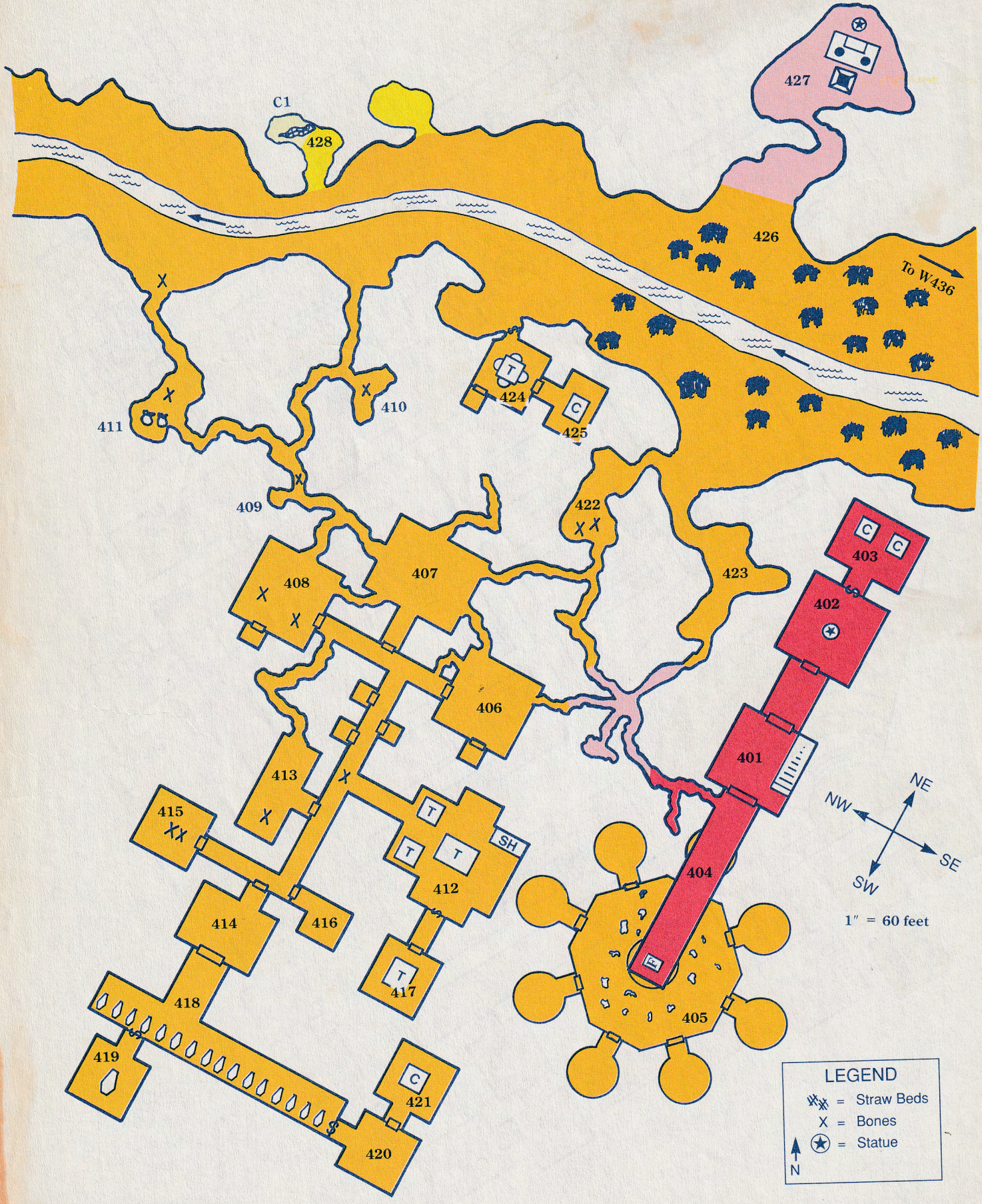
FOLD BEFORE TEARING

Z300



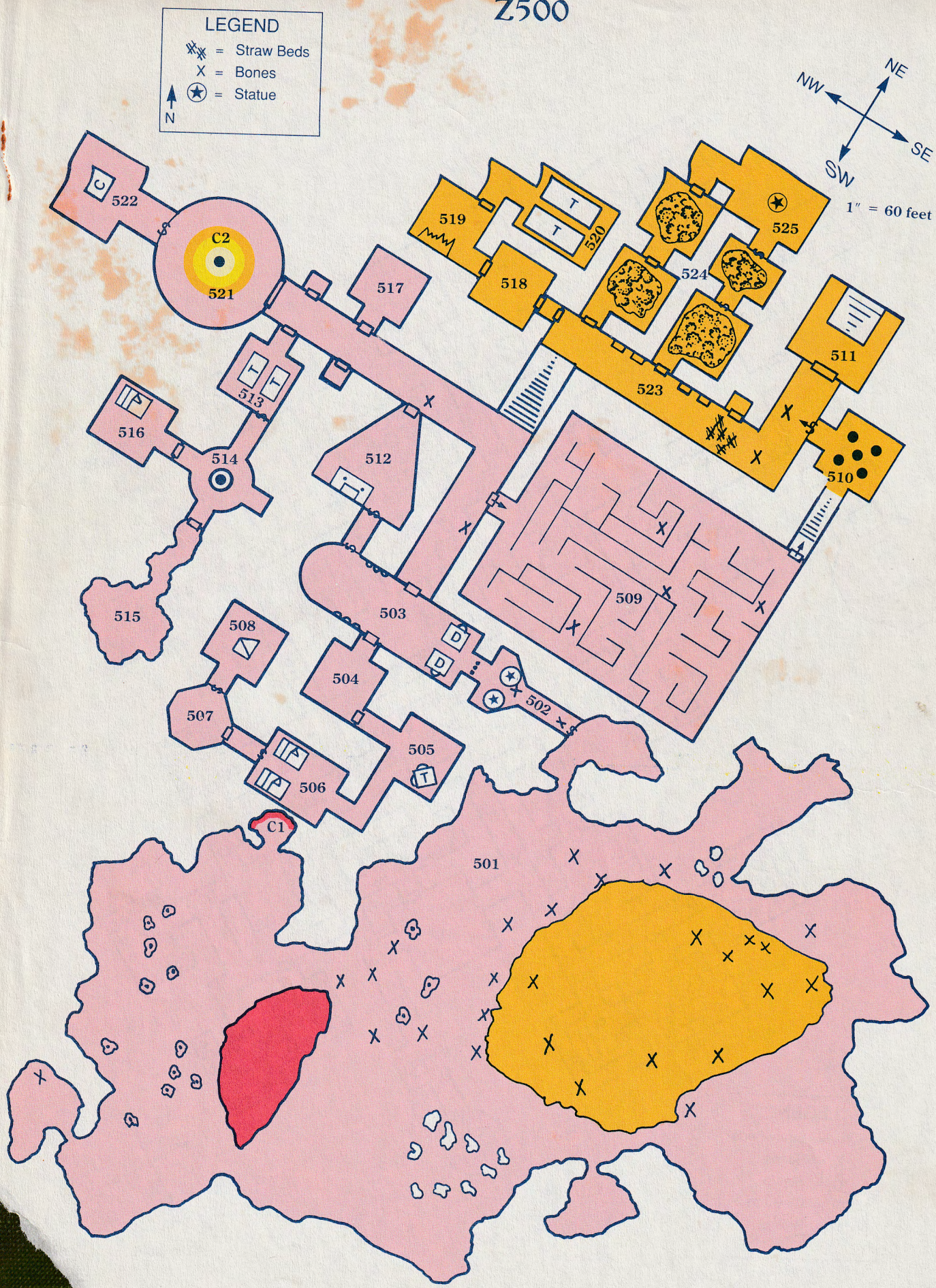
FOLD BEFORE TEARING

Z400



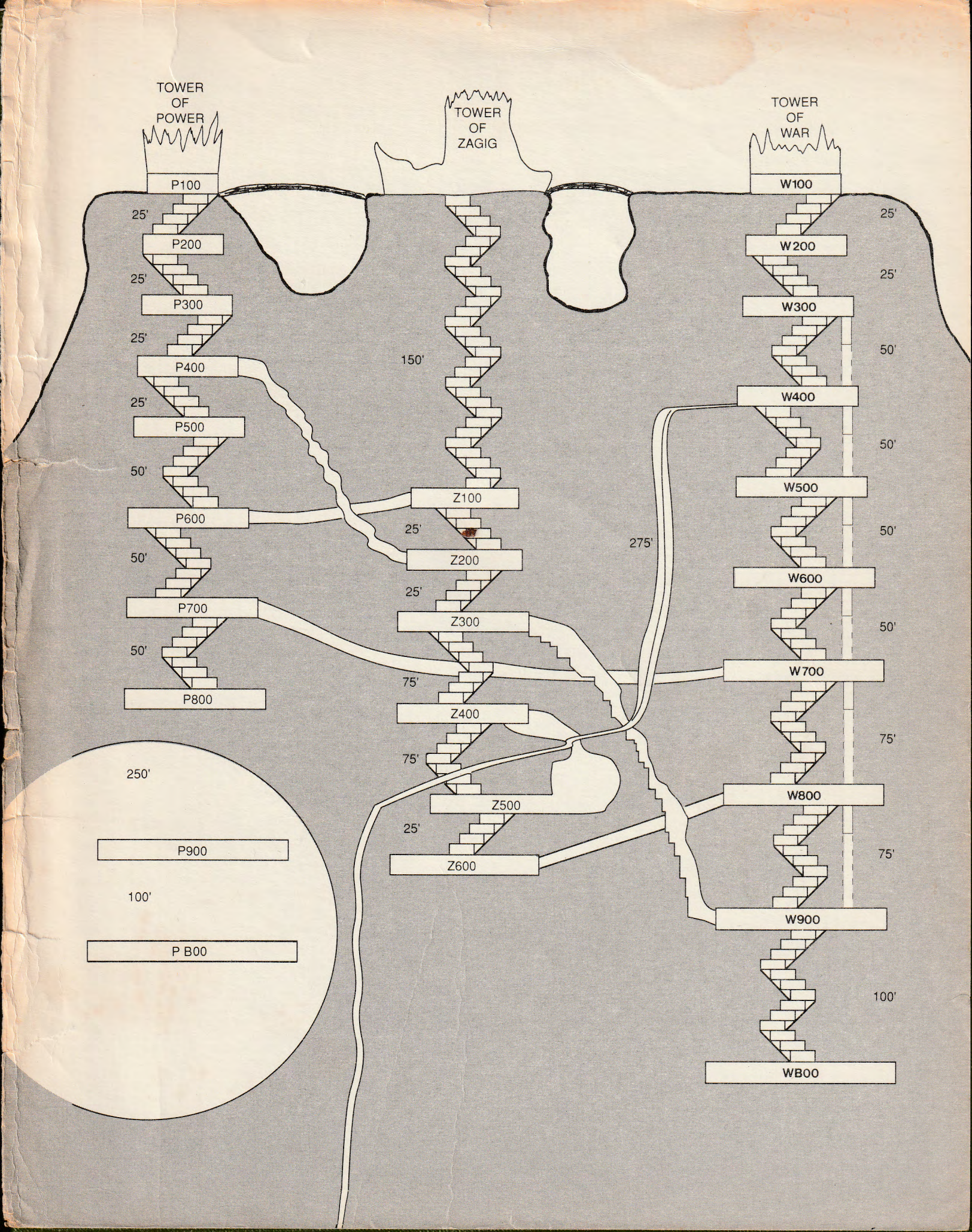
FOLD BEFORE TEARING

Z500


LEGEND
= Straw Beds
X = Bones
= Statue
N
NE
NW
SE
SW
1" = 60 feet
501
502
503
504
505
506
507
508
509
510
511
512
513
514
515
516
517
518
519
520
521
522
523
524
525
C1
C2
T
D

Z600

639
640
637
636
638
TO W829
621
622
624
625
623
634
632
626
628
627
620
633
612
635
631
629
611
619
630
605
610
613
606
604
615
607
618
614
608
617
603
616
609
602
C2
601
LEGEND
= Straw Beds
X = Bones
= Statue
= Clay Jars
= Broken Clay Jars
N
NE
NW
SE
SW
1" = 60 feet


TOWER OF POWER
TOWER OF ZAGIG
TOWER OF WAR
P100
25'
P200
25'
P300
25'
P400
25'
P500
50'
P600
50'
P700
50'
P800
150'
Z100
25'
Z200
25'
Z300
75'
Z400
75'
Z500
25'
Z600
275'
W100
25'
W200
25'
W300
50'
W400
50'
W500
50'
W600
50'
W700
75'
W800
75'
W900
100'
WB00
250'
P900
100'
P B00

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Official Game Accessory

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by Blake Mobley and Timothy B. Brown

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